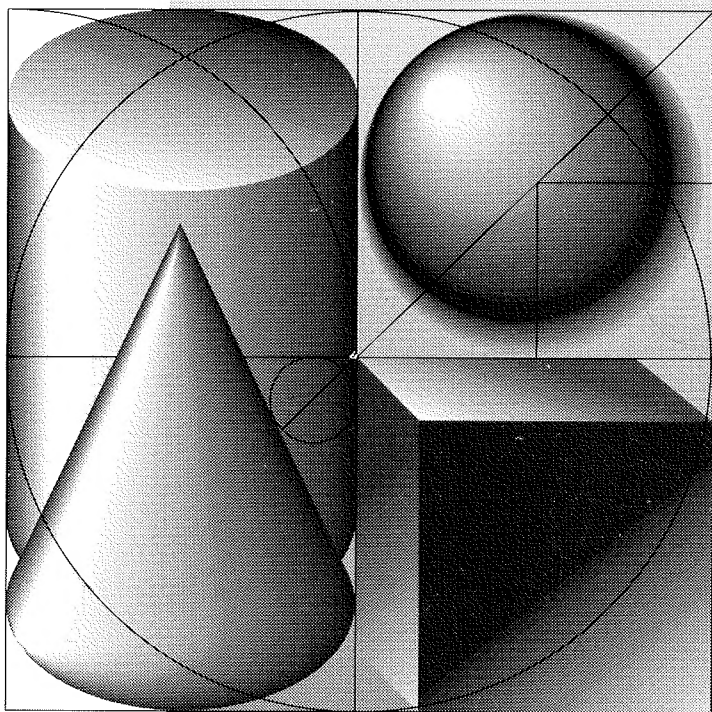




# Apple IIgs<sup>®</sup> Toolbox Reference, Volume 3

*Beta Draft*

APDA<sup>™</sup> # A0229LL/A





# Apple IIgs® Toolbox Reference Volume 3

*Beta Draft*

This package contains:

1	Manual	<i>Apple IIgs Toolbox Reference, Volume 3</i>
	Set of Release Notes	<i>None</i>
	Disk	<i>None</i>
1	2-inch Binder Cover	
1	2-inch Spine Identification	

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# Apple® IIgs® Toolbox Reference

## Volume 3



**Beta Draft**

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## Preface **What's in this volume**

This third volume of the *Apple IIGS Toolbox Reference* contains new material describing numerous changes to the Apple IIGS® Toolbox. There are six previously undocumented tool sets, many new tool calls, and numerous corrections and additions. This document comprises both new material and information issued in a previous update that was available only from APDA™ (the Apple Programmers and Developers Association).

---

## Organization

Like the first two volumes of the *Apple IIGS Toolbox Reference*, this book contains chapters that are devoted to individual tool sets or managers. The chapters are arranged alphabetically by tool set name. Chapters documenting the six new tool sets appear in alphabetical order among the other chapters. Chapters that discuss previously existing tool sets or managers carry the same titles as before, with the addition of the word *Update*. Note that chapters in this book have been numbered sequentially following the last chapter in Volume 2 of the *Toolbox Reference*.

Each chapter contains a brief introductory note, which indicates whether the chapter updates existing material or describes a new tool set or manager. Update chapters contain one or more of these sections:

Error corrections	Corrects errors in the previous toolbox documentation
Clarifications	Provides additional information about previously documented toolbox features, including bug fixes
New features	Describes new tool set features
New tool calls	Defines new tool calls

New chapters follow the organizational style of the first two volumes.

In addition to the chapters that discuss the various tool sets and managers, this book contains several appendixes:

Appendix E ("Resource Types")	Contains format and content information for all defined Apple IIGS resource types
Appendix F ("Delta Guide")	Collects all corrections to and clarifications of the previous volumes of the <i>Toolbox Reference</i> in a single location

---

## Typographical conventions

This update largely obeys the typographical conventions of the *Apple IIGS Toolbox Reference*. New terms appear in **boldface** when they are introduced. Tool call parameter names are given in *italics*. Record field names, routine names, and code listings appear in the *Courier* font.

For the Beta draft, new or substantially changed text carries change bars.

---

## Call format

This book documents tool calls for all the new tool sets and several of the existing tool sets.

Certain elements of this format may not appear in all calls. For example, not all calls return error codes, and so not all call descriptions contain a list of error codes. Similarly, stack diagrams are omitted from those calls that do not affect the stack.

---

### **ToolCallName** \$callnumber

A description of the call's function.

#### Parameters

Stack before call

<i>Previous contents</i>	
– <i>longParmName</i> –	Long—Description of <i>longParmName</i> parameter
<i>wordParmName</i>	Word—Description of <i>wordParmName</i> parameter
	<—SP

Stack after call

<i>Previous contents</i>	
– <i>Result</i> –	Long—Description of call result value (if any)
	<—SP

<b>Errors</b>	\$xxxx	Error name	Description of the error code
<b>C</b>	The C language function declaration for the call.		
<i>stackField</i>	Detailed description of stack input or output parameter, where appropriate.		

---

## Indexes

Volume 3 contains three indexes. First, there is an index of calls that are new in this update, arranged alphabetically. Next is an index listing all tool calls, both those in the *Apple IIGS Toolbox Reference* and those documented in this volume. This index is included to make it easier to find a particular call's description, whether it is a new call or one that was previously documented. Finally, there is a general index covering both this book and the first two volumes of the *Apple IIGS Toolbox Reference*.

Note that the Beta draft only has a single index, covering the contents of Volume 3.

## Chapter 26 **Apple Desktop Bus Tool Set Update**

This chapter contains new information about the Apple® Desktop Bus™ Tool Set. The complete reference to this tool set is in Volume 1, Chapter 3 of the *Apple IIGS Toolbox Reference*.

## Error correction

The parameter table for the `ReadKeyMicroData` tool call (\$0A09) in Volume 1 of the *Toolbox Reference* incorrectly describes the format for the `readConfig` command (\$0B). The description should be as follows.

Command	dataLength	Name	Action
\$0B	3	readConfig	<div>Read configuration; <i>dataPtr</i> refers to a 3-byte data structure:</div> <div><div>Byte</div><div>ADB keyboard and mouse addresses low nibble - keyboard high nibble - mouse</div></div> <div><div>Byte</div><div>Keyboard layout and display language low nibble - keyboard layout high nibble - display language</div></div> <div><div>Byte</div><div>Repeat rate and delay low nibble - repeat rate high nibble - repeat delay</div></div>

The description of this configuration record is also wrong in the tool set summary. The following table shows the correct information.

Name	Offset	Type	Definition
ReadConfigRec (configuration record for ReadKeyMicroData)			
rcADBAddr	\$0000	Byte	ADB keyboard and mouse addresses
			low nibble - keyboard
			high nibble - mouse
rcLayoutOrLang		\$0001	Byte Keyboard layout and display language
			low nibble - keyboard layout
			high nibble - display language
rcRepeatDelay	\$0002	Byte	Repeat rate and delay
			low nibble - repeat rate
			high nibble - repeat delay

---

## Clarification

This section presents new information about the `AsyncADBReceive` call.

You can call `AsyncADBReceive` to poll a device using register 2, and it will return certain useful information about the status of the keyboard. The call returns the following information in the specified bits of register 2:

- Bit 5: 0-Caps Lock key down  
1-Caps Lock key up
- Bit 3: 0-Control key down  
1-Control key up
- Bit 2: 0-Shift key down  
1-Shift key up
- Bit 1: 0-Option key down  
1-Option key up
- Bit 0: 0-Command key down  
1-Command key up





## Chapter 27 **Audio Compression and Expansion Tool Set**

This chapter documents the features of the new Audio Compression and Expansion (ACE) Tool Set. This is a new tool set, not previously documented in the *Apple IIGS Toolbox Reference*.

---

## Error correction

This is a note to call to your attention an error in the *Apple IIGS Toolbox Reference Update* (distributed by APDA™). The description for the `ACEExpand` tool call carried an incorrect parameter block. This book contains a corrected description.

---

## About Audio Compression and Expansion

The Audio Compression and Expansion (ACE) tools are a set of utility routines that compress and expand digital audio data. The tool set is designed to support a variety of methods of audio signal compression, but at present only one method is implemented.

With the present method of compression supported by the ACE tools, you can choose either of two compression ratios. You can compress a digital audio signal to half its original size or to three-eighths its original size. The ratio used is determined by a parameter of the ACE call that does the compression or expansion.

The obvious advantages of compressing an audio signal are that it takes up less space on the disk, and less time is needed to transfer the data. A digital sample that is compressed to half its original size occupies only half the space and takes only half as long to transfer. Such a sample can load from the disk twice as fast as the uncompressed version, and is much more economical to upload to or download from a commercial computer network. Note, however, that data compression and expansion requires significant processor resources, and therefore takes some time.

---

## Uses of the ACE Tool Set

Software often includes sound effects, music, or speech. The problem with digitized sound is that it requires considerable storage space. A faithful monophonic digitization of 30 seconds of an FM radio signal occupies nearly a megabyte (MB) of disk space. A user might be somewhat reluctant to use a program that occupies so much space only to achieve sound effects. The ACE Tool Set provides you with the means to compress digitized sound signals to minimize this problem.

ACE presently supports **Adaptive Differential Pulse Code Modulation (ADPCM)**. This compression method assumes that audio signals tend to be relatively smooth and continuous. If the amplitude (loudness) of a typical audio signal is plotted against time, the graph is relatively smooth compared to a spreadsheet, a text document, or other typical files that may contain arbitrarily distributed byte-values. As a result, it is possible to compute the probable value of the next sample in the signal. ADPCM uses a static model of what the change between any given value and the next might likely be and a dynamic model of what the next actual change should be, based on the values last observed. It examines the next signal to compare its predictions against the observed value, and then encodes the difference between its prediction and the actual value.

ADPCM relies on the relative predictability of audio signals. If the changes in an audio signal are too great or sudden, the value that ADPCM records will be erroneous. In general, there is a certain statistically predictable amount of error that appears in any signal that is compressed by this method. The errors appear, not as distortions of the quality of the sound, but as pink noise, or hiss, much like the hiss on ordinary cassette recordings. Thus, although ADPCM compression is suitable for many sound compression tasks, particularly for sound effects or speech in games or business software, it is not the best choice for very high-fidelity reproduction. A signal compressed by the ADPCM method will likely be too noisy for use in professional audio, such as film soundtrack recording.

---

## How ADPCM works

The ADPCM method assumes that any particular digital sample in a block of audio data has a value that is relatively close to those on either side of it. In fact, the noise in the reproduced signal arises from samples that vary more than the method supports. ADPCM predicts what the next value will be, and compares it with the value that is actually there. The difference is encoded in a value that is some number of bits in size, that size being specified by the application code. With ADPCM the programmer can specify encoded values either 3 or 4 bits wide. Since the original data is stored in 8-bit samples, the compression rate is either 8 to 3 or 8 to 4, depending on which size a particular program specifies.

Errors result when the difference between the original signal and the value that ADPCM predicts is greater than can be encoded in the specified number of bits. The encoded value then effectively becomes a random value, and so is perceived as audio noise. If the target code is 3 bits wide, then the difference observed by the compression algorithm is more likely to be out of range than if the code size is 4 bits. Greater compression therefore results in greater loss of fidelity.

As stated earlier, the fidelity loss sounds like hiss, not like a gross distortion of the audio signal. Even using inaccurate predictive models, ADPCM tends to produce hiss rather than more offensive forms of distortion. The technique tracks the gross characteristics of audio signals well even when the rate of errors is high. At worst, an expanded signal sounds faithful to the original, though muffled by noise.

△ **Important**    The noisier a sampled signal is, the noisier the sample compressed by using ADPCM will be. Any noise that is introduced into the signal produces discontinuities in the audio data and causes errors in the compression and expansion process. For this reason, any editing, equalization, or other sound-processing effects should be applied to the original signal before it is compressed. ADPCM compression should be the last process applied to an audio signal before it is stored on the final disk. △

---

## ACE housekeeping routines

These routines allow you to start and stop the ACE tools and to obtain tool set status information.

---

### **ACEBootInit** \$011D

Performs any initializations of the ACE tools that are necessary at boot time.

▲ **Warning** Applications must not make this call. ▲

**Parameters** This call has no input or output parameters. The stack is unaffected.

**Errors** None

**C** `extern pascal void ACEBootInit();`

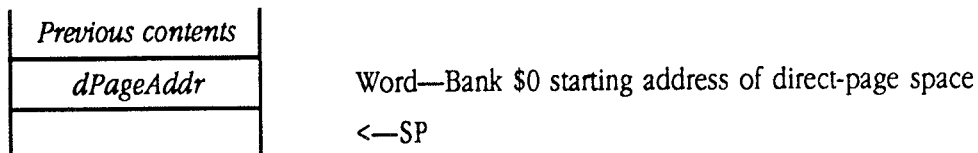
---

**ACEStartUp \$021D**

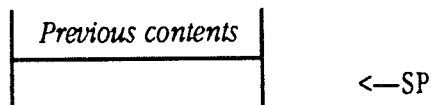
Initializes the ACE tools for use by an application. **ACEStartUp** sets aside a region of bank \$00, specified by *dPageAddr*, for use as the ACE tools' direct page. At present, ACE uses one 256-byte page of bank \$00 memory as its direct page. Future versions of the ACE tools may use a different amount of memory for the direct page, so applications should determine the correct size for the direct page with a call to **ACEInfo**. The tool set's direct page should always begin on a page boundary.

**Parameters**

Stack before call



Stack after call



<b>Errors</b>	\$1D01	<b>aceIsActive</b>	ACE Tool Set already started up.
	\$1D02	<b>aceBadDP</b>	Requested direct-page location invalid.

```
C      extern pascal void ACEStartUp(dPageAddr);

      Word      dPageAddr;
```

---

**ACEShutdown \$031D**

Performs any housekeeping that is required to shut down the ACE Tool Set. Applications that use the ACE tools should always make this call before quitting. The application, not the ACE Tool Set, must allocate and deallocate direct-page space in bank zero.

**Parameters**      This call has no input or output parameters. The stack is unaffected.

**Errors**            \$1D03      aceNotActive            ACE Tool Set not started up.

**C**                    `extern pascal void ACEShutdown();`



---

## ACEVersion \$041D

Returns the version number of the currently installed ACE Tool Set. This call can be made before a call to `ACEStartup`. The *versionInfo* result will contain the information in the standard format defined in Appendix A, "Writing Your Own Tool Set," in Volume 2 of the *Toolbox Reference*.

### Parameters

Stack before call

Previous contents	
Space	Word—Space for result
	<—SP

Stack after call

Previous contents	
versionInfo	Word—Version number of ACE Tool Set
	<—SP

**Errors**                None

**C**                    `extern pascal Word ACEVersion();`

---

**ACEReset** \$051D

Resets the ACE Tool Set. This call is made by a system reset.

▲ **Warning** Applications should never make this call because it performs tool set initializations appropriate to a machine reset. ▲

**Parameters** This call has no input or output parameters. The stack is unaffected.

**Errors** None

**C** `extern pascal void ACEReset();`

---

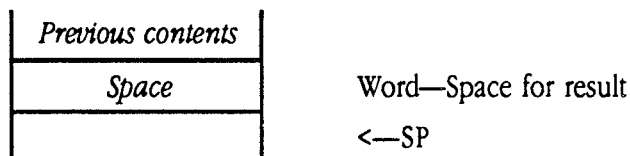
**ACEStatus \$061D**

Returns a Boolean flag, which is TRUE (nonzero) if the tool set has been started up, and FALSE (zero) if it has not. This call can be made before a call to `ACEStartUp`.

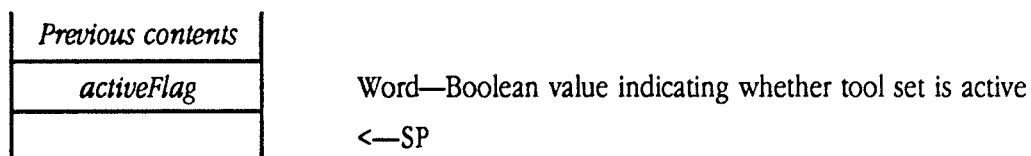
- ◆ *Note:* If your program issues this call in assembly language, initialize the result space on the stack to NIL. Upon return from `ACEStatus`, your program need only check the value of the returned flag. If the ACE Tool Set is not active, the returned value will be FALSE (NIL).

**Parameters**

Stack before call



Stack after call



**Errors**                None

**C**                      `extern pascal Word ACEStatus();`

---

**ACEInfo \$071D**

Returns certain information about the currently installed version of the ACE tools. This call can be made before a call to `ACEStartup`. The *infoItemCode* parameter specifies what information the call is to return. At present, the only valid value is 0. This value specifies that the call will return the size in bytes of the direct page that ACE requires.

**Parameters**

Stack before call

Previous contents	
- Space -	Long—Space for result
infoItemCode	Word—What type of information to return
	<—SP

Stack after call

Previous contents	
- infoItemValue -	Long—Requested information
	<—SP

<b>Errors</b>	\$1D04	aceNoSuchParam	Requested information type not supported.
---------------	--------	----------------	---

```

C      extern pascal LongWord ACEInfo(infoItemCode);

      Word      infoItemCode;
```

---

## Audio Compression and Expansion tool calls

The Audio Compression and Expansion tool calls are all new calls, added to the Apple IIGS Toolbox since the first two volumes of the *Apple IIGS Toolbox Reference* were published.

---

### **ACECompBegin** \$0B1D

Prepares the ACE tools to compress a new audio sequence. After **ACECompress** completes the process of compression and returns, the ACE tools normally save certain relevant state information so that subsequent calls to **ACECompress** can be used on succeeding parts of the same audio sequence. It is often desirable to break a long audio signal into smaller parts for compression. The preservation of appropriate state variables allows a call to **ACECompress** to compress part of such a signal and then, for a subsequent call, to continue the compression process where the previous call left off.

Just before a program calls **ACECompress** to process a new audio sample, it should call **ACECompBegin** to ensure that all saved state information is cleared and that **ACECompress** is starting with a "clean slate." When an application is compressing a long audio sample as a number of smaller pieces, it should call **ACECompBegin** *only* before the *first* subsequence. Thereafter, the application should not make this call until all parts of the sequence have been processed. The state information that ACE preserves between calls allows **ACECompress** to process subsequent blocks, using appropriate information from previous ones.

Call **ACECompBegin** only before compressing the first sequence of a series of subsequences, or before compressing a single sequence that is not part of a longer sequence.

**Parameters**        This call has no input or output parameters. The stack is unaffected.

**Errors**            \$1D03      aceNotActive            ACE Tool Set not started up.

**C**                    extern pascal void ACECompBegin();

---

**ACECompress \$091D**

Compresses a number of blocks of digital audio data and stores the compressed data at a specified location. Each input block contains 512 bytes of data to be compressed. Your program also specifies the compression method, using the *method* parameter.

Before issuing the ACECompress tool call, your program should call ACECompBegin to prepare the ACE Tool Set for audio compression.

- ◆ *Note:* Because ACECompress is guaranteed to reduce the size of every byte of source data, the resulting data can be stored in the same place as the source data. That is, the source and destination locations in RAM can be the same.

**Parameters**

Stack before call

<i>Previous contents</i>		
—	<i>src</i>	—
—	<i>srcOffset</i>	—
—	<i>dest</i>	—
—	<i>destOffset</i>	—
	<i>nBlks</i>	
	<i>method</i>	
		<—SP

Stack after call

<i>Previous contents</i>
<—SP

<b>Errors</b>	<b>\$1D05</b>	<b>aceBadMethod</b>	Specified compression method not supported.
	<b>\$1D06</b>	<b>aceBadSrc</b>	Specified source invalid.
	<b>\$1D07</b>	<b>aceBadDest</b>	Specified destination invalid.
	<b>\$1D08</b>	<b>aceDataOverlap</b>	Specified source and destination areas overlap in memory.



---

**ACEExpand \$0A1D**

Expands a previously compressed audio sample, using the method specified by the *method* parameter, and stores it at the specified location. Unlike **ACECompress**, **ACEExpand** cannot store its results in the same location as its source since the resulting data is 2 to 2.67 times as large as the source.

**Parameters**

Stack before call

<i>Previous contents</i>		
—	<i>src</i>	—
—	<i>srcOffset</i>	—
—	<i>dest</i>	—
—	<i>destOffset</i>	—
	<i>nBlks</i>	
	<i>method</i>	

Long—Handle to the source data

Long—Offset from *src* to the actual storage location

Long—Handle to storage for the resulting data

Long—Offset from *dest* to the actual storage location

Word—Number of 512-byte blocks to be stored at *dest*

Word—Method of compression

←—SP

Stack after call

<i>Previous contents</i>
←—SP



<b>Errors</b>	\$1D05	aceBadMethod	Specified compression method not supported.
	\$1D06	aceBadSrc	Specified source invalid.
	\$1D07	aceBadDest	Specified destination invalid.
	\$1D08	aceDataOverlap	Specified source and destination areas overlap in memory.

**C**           extern pascal void ACEExpand(src, srcOffset, dest, destOffset, nBlks, method);

Handle       src, dest;  
Long         srcOffset, destOffset;  
Word         nBlks, method;

*src, dest*       Contain handles to source and destination data locations, respectively.

*srcOffset, destOffset* Contain byte offsets from locations specified by *src* and *dest*, respectively. These parameters allow your program to position within the input compressed data or output buffer.

*nBlks*           Specifies the number of 512-byte blocks of expanded data to be returned at the location *destOffset* bytes beyond *dest*.

*method*          Specifies the method used when the sample was compressed. A value of 1 indicates that ACEExpand is to expand each 4-bit quantity in the compressed sample into an 8-bit byte. A value of 2 causes ACEExpand to process 3-bit quantities in the compressed sample.

---

**ACEExpBegin \$0C1D**

Prepares ACE to expand a new sequence. Like `ACECompBegin`, `ACEExpBegin` clears any stored state information from previous calls to expand compressed data. You can expand a large compressed sample by processing it as a series of subsequences with repeated calls to `ACEExpand`, because certain appropriate state variables are preserved from call to call. If you are calling `ACEExpand` to work on a new sequence that bears no relation to any other compressed sequence, or to expand a short sequence in just one call to `ACEExpand`, you should make this call first to clear these state variables. If, on the other hand, you are making a call to `ACEExpand` to expand a sequence that is a part of a longer sequence and is not the first subsequence, you should *not* make this call first, because it will throw away all information that ACE has recorded about the previous sequences.

**Parameters**        This call has no input or output parameters. The stack is unaffected.

**Errors**            \$1D03      `aceNotActive`            ACE Tool Set not started up.

**C**                    `extern pascal void ACEExpBegin();`

---

## ACE Tool Set error codes

This section lists the error codes that may be returned by Audio Compression and Expansion Tool Set calls.

---

Value	Name	Definition
\$1D01	aceIsActive	ACE Tool Set already started up.
\$1D02	aceBadDP	Requested direct-page location invalid.
\$1D03	aceNotActive	ACE Tool Set not started up.
\$1D04	aceNoSuchParam	Requested information type not supported.
\$1D05	aceBadMethod	Specified compression method not supported.
\$1D06	aceBadSrc	Specified source invalid.
\$1D07	aceBadDest	Specified destination invalid.
\$1D08	aceDataOverlap	Specified source and destination areas overlap in memory.

---

## Chapter 28 **Control Manager Update**

This chapter documents new features of and information about the Control Manager. The complete Control Manager documentation is in Volume 1, Chapter 4 of the *Toolbox Reference*.

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## Error corrections

This section documents errors in Chapter 4, "Control Manager," in Volume 1 of the *Toolbox Reference*.

- The color table for the size box control in the *Toolbox Reference* is incorrect. The correct table follows, with new information in boldface.

<code>growOutline</code>	word	Color of size box's outline
Bits 8–15		= zero
Bits 4–7		= outline color
Bits 0–3		= zero
<code>growNorBack</code>	word	Color of interior when not highlighted
Bits 8–15		= zero
Bits 4–7		= background color
Bits 0–3		= icon color
<code>growSelBack</code>	word	Color of interior when highlighted
Bits 8–15		= zero
Bits 4–7		= <b>background color</b>
Bits 0–3		= <b>icon color</b>

- On page 4-76 of the *Toolbox Reference*, in the section that covers the `SetCtlParams` call, it states that the call "Sets new parameters to the control's definition procedure . . ." This description is misleading; the call does not directly set the parameters. Rather, it *sends* the new parameters to the control's definition procedure, unlike `SetCtlValue`, which actually sets the appropriate value in the control record and then passes the value on to the definition procedure.

---

## Clarifications

The following items provide additional information about features previously described in the *Toolbox Reference*.

- The `barArrowBack` entry in the scroll bar table was never implemented as first intended, and is now no longer used.
- The Control Manager preserves the current port across Control Manager calls, including those that are passed through other tools, such as the Dialog Manager.
- The Control Manager preserves the following fields in the port of a window that contains controls:

<code>bkPat</code>	background pattern
<code>pnLoc</code>	pen location
<code>pnSize</code>	pen size
<code>pnMode</code>	pen mode
<code>pnPat</code>	pen pattern
<code>pnMask</code>	pen mask
<code>pnVis</code>	pen visibility
<code>fontHandle</code>	handle of current font
<code>fontID</code>	ID of current font
<code>fontFlags</code>	font flags
<code>txSize</code>	text size
<code>txFace</code>	text face
<code>txMode</code>	text mode
<code>spExtra</code>	value of space extra
<code>chExtra</code>	value of character extra
<code>fgColor</code>	foreground color
<code>bgColor</code>	background color

- The control definition procedures for simple buttons, check boxes, and radio buttons can now compute the size of their boundary rectangles automatically. The computed size is based on the size of the title string for the button.
- To ensure predictable color behavior, you should always align color table-based controls on an even pixel boundary in 640 mode. If you do not do so, the control will not appear in the colors you specify, due to the effect of dithering.

---

## New features in the Control Manager

The Control Manager now supports a number of new features. This section discusses these new features in detail.

- Colors in control tables now use all four color bits in both modes; they formerly used only 2 bits in 640 mode. This change affects all control color tables defined in the *Toolbox Reference*. For any applications that use color controls in 640 mode, the effect is that controls will be a different color. This change was made so that dithered colors can be used with controls.
- The scroll bar control definition procedure now maintains the required relationship among the `ctlValue`, `viewSize`, and `dataSize` fields of a scroll bar record. Prior to *Apple IIGS System Software 5.0*, it was the responsibility of the application to ensure that the `ctlValue` field never exceeded the difference between `dataSize` and `viewSize` (`dataSize - viewSize`). The scroll bar control definition procedure now adjusts the `ctlValue` or `dataSize` field if the other quantities are set to invalid values.

For example, if `viewSize = 30` and `dataSize = 100`, then the maximum `ctlValue` allowed is 70. If an application set the `ctlValue` field to 80, the Control Manager would adjust `dataSize` to 110. In this same example, if `ctlValue = 70` and the application set `dataSize` to 90, the Control Manager would adjust `ctlValue` to 60.

Changes to the `viewSize` field can also invalidate the three settings. In the example mentioned before, in which `ctlValue = 70`, `viewSize = 30`, and `dataSize = 100`, setting `viewSize` to 40 would cause Control Manager to set `ctlValue` to 60.

---

## Keystroke processing in controls

Apart from the normal use of keystrokes to enter data, the Control Manager now supports two special uses for keyboard data: **keystroke equivalents** and switching between certain types of controls.

Many types of controls support keystroke equivalents, which allow the user to select the control by pressing a keyboard key. You assign a keystroke equivalent for a control in its control template (see "New Control Manager templates and records" later in this chapter for specifics on control templates). When the user presses that key, your program receives an event just as if the user had clicked in the control. Further, the system will automatically highlight and dim the control. Note that this feature is only available to controls that have been created with the `NewControl2` tool call, and for which the `fCtlWantsEvents` bit has been set to 1 in the `moreFlags` word of the control template. See "New and changed controls" later in this chapter for information about which controls support keystroke equivalents.

Edit field controls (LineEdit controls and TextEdit controls) accept keystrokes as part of their normal function. Note, however, that there can be more than one edit field control in a window. Under these circumstances, the user moves among these controls by pressing the Tab key. In addition, the system must keep track of which control is meant to receive user keystrokes. To do so, the Control Manager now supports the notion of a **target** control. The target control is that edit field control which is the current recipient of user actions (keystrokes and menu items).

---

## The Control Manager and resources

You can now specify most data for the Control Manager using either pointers, handles, or resource IDs (see "Chapter 45, "Resource Manager,"" in this book for complete information on resources). Because the form of the specification may differ, the Control Manager (as well as many other tool sets) also requires a **reference type**, which indicates whether a particular reference is a pointer, handle, or resource ID. You set the reference type and the reference as appropriate in the control template you pass to the Control Manager `NewControl2` tool call.

You can use resources to store a wide variety of items for the Control Manager. For example, the titles associated with simple buttons, radio buttons, and check boxes created with the `NewControl2` tool call may be stored as resources. As a result, your application may free the space devoted to the title string after the control has been created. Similarly, you can define control definition procedures as resources. The Control Manager will load the code when it is needed.

The Control Manager handles resources differently, based upon the data's degree of permanence. For temporary information, Control Manager loads the resource, uses the data, and then frees the resource (using the `ReleaseResource` tool call). For permanent information, the Control Manager loads the resource each time the resource is accessed. Such resources should be unlocked and unpurgeable.



The current version of the Apple IIGS system software keeps the control definition procedure for icon button controls in the system resource file. In the future, the system may store other defProcs in this resource file. Consequently, you should ensure that the Resource Manager can reach the system resource file in any resource search path you set up (see Chapter 45, "Resource Manager," later in this book for more information on the resource file search path).

---

## New and changed controls

The Control Manager now supports more standard control types. In addition to the original standard controls (buttons, check boxes, radio buttons, size boxes, and scroll bars), the Control Manager now supports the following controls:

- **Static text controls** display text messages in a rectangle that you define. The displayed text supports word wrap and character styling. This text cannot be edited by the user.
- **Picture controls** draw a picture into a defined rectangle.
- **Icon button controls** allow you to present an icon as part of a button control. A defined icon is displayed within the bounds of the rectangle that represents the button control on the screen. Icon buttons include support for keyboard equivalents.
- **LineEdit controls** allow the user to enter single-line items.
- **TextEdit controls**, supported by the new TextEdit tool set (see Chapter 49, "TextEdit," in this book), allow the user to edit text within a defined rectangle, which can extend beyond a single line.
- **Pop-up menu controls** support scrolling lists of possible selection options that appear when the user selects the control.
- **List controls** display scrollable lists of items.

In order to create any of these new controls, you must set up the appropriate **control template** and call `NewControl2`. Unlike the `NewControl` tool call, which accepts its control definition on the stack, `NewControl2` defines controls according to the contents of one or more control templates. These templates contain all the information necessary for the Control Manager to create controls. Your application fills each control template with the data appropriate to the control you wish to create. The Control Manager uses this input specification to construct the corresponding control record and create the control. You can use this technique to create any control, not just the new control types. For complete information on the format and content of these control templates, see "New Control Manager templates and records" later in this chapter.

All controls created by `NewControl2`, rather than `NewControl`, are referred to as **extended controls**. Functionally, extended controls do not differ from controls created by `NewControl`. In fact, extended control records will work with all Control Manager tool calls. However, the control record for an extended control contains more data than the old-style record. In addition, many new Control Manager calls and features are valid only for extended controls. Note that any control created by `NewControl2` is an extended control, not just the new control types. For complete information on the format and content of extended control records, see "New Control Manager templates and records" later in this chapter.

You may directly call `NewControl2` or you may invoke it indirectly by calling `NewWindow2`. See Chapter 45, "Resource Manager," and Chapter 52, "Window Manager Update," for details on new window calls.

The following sections discuss each type of control supported by the Control Manager. For the original controls, these sections address new features provided by the Control Manager. For new control types, these sections introduce you to the functionality now provided.

### Simple button control

Simple button controls created with the `NewControl2` tool call can support keystroke equivalents, which allow the user to activate the button by pressing an assigned key on the keyboard. See "Keystroke processing" earlier in this chapter for details.

### Check box control

Check box controls created with the `NewControl2` tool call can support keystroke equivalents, which allow the user to activate the box by pressing an assigned key on the keyboard. See "Keystroke processing" earlier in this chapter for details.

### Icon button control

This new type of control can display an icon as well as text in a defined window. You specify the boundary rectangle for the window and a reference to the icon when you create the control (see Chapter 17, "QuickDraw II Auxiliary," in Volume 2 of the *Toolbox Reference* for information about icons). You can create icon button controls only with the `NewControl2` tool call.

Icon button controls operate much like simple button controls. Note, however, that with icon controls, the control rectangle is inset slightly from its specified coordinates before the button is drawn. As a result, outlined round buttons stay completely within the specified control rectangle (this is not the case for an outlined round simple button control). Icon button controls support keyboard equivalents (see "Keystroke processing" earlier in this chapter for details).

The icon is drawn each time the control is drawn. The icon and text are centered in the specified control rectangle. If the control has no text, the icon is still centered. The icon is not clipped to the control rectangle. If the icon is larger than the specified control rectangle, then when you erase the control, that portion of the icon that lay outside the rectangle will not be erased.

Note that icon controls require the QuickDraw II Auxiliary and Resource Manager tool sets. Note as well that the control definition procedure for icon buttons is kept in the system resources file.

### **LineEdit control**

This new control type lets your application manage single-line, editable items in a window. You specify the boundary rectangle for the text, the maximum number of characters allowed, and an initial value for the displayed text string when you create the control with the `NewControl2` tool call. The text is updated each time the control is drawn. LineEdit controls also support password fields, which do not echo the characters entered by the user. Rather, the control echoes each typed character as an asterisk.

LineEdit controls respond to both mouse and keyboard events. If your application uses TaskMaster, the system will handle most events automatically. To take full advantage of TaskMaster, set the `tmContentControls`, `tmControlKey`, and `tmIdleEvents` flags in the `taskMask` field of the task record to 1 (see Chapter 52, "Window Manager Update," for information about the new features in TaskMaster).

If your application does not use TaskMaster, when the user presses the mouse button in a LineEdit control your application must call `TrackControl` to track the mouse and perform appropriate text selection. TaskMaster will do this automatically if you have set the `tmContentControls` flag to 1 in the `taskMask` field of the task record.

Without TaskMaster, your application sends keyboard events to LineEdit controls using the `SendEventToCtl` tool call (see “New Control Manager calls” later in this chapter). First, your code must check for menu key equivalents. If none are found, then issue the `SendEventToCtl` call, setting `targetOnlyFlag` to `FALSE` (all controls that want events are searched), `windowPtr` to `NIL` (find the top window), and `extendedTaskRecPtr` to refer to the task record containing the keystroke information. Again, TaskMaster will do all this for you if you have set the `tmControlKey` flag to 1 in the `taskMask` field.

To keep the caret flashing, your application must send idle events to the LineEdit control. In order to do this, issue a `SendEventToCtl` call, setting `targetOnlyFlag` to `TRUE` (send event only to target control), `windowPtr` to `NIL` (use top window), and `extendedTaskRecPtr` to refer to the task record containing the event information. TaskMaster will do this for you if you have set the `tmIdleEvents` flag to 1 in the `taskMask` field.

The LineEdit tool set performs line editing in LineEdit controls. If you want to issue LineEdit tool calls directly from your program, retrieve the LineEdit record handle from the `ctlData` field of the control record for the LineEdit control.

### List control

This new control type allows your program to display lists from which the user may select one or more items. You have the benefit of full List Manager functionality, with respect to such features as selection window scrolling and item selection (single item, arbitrary items, or ranges). You specify the parameters for the list as well as the initial conditions for its display when you define the control. The Control Manager and the List Manager take care of the rest. You can create list controls only with the `NewControl2` tool call.

List controls use the List Manager tool set. In order to understand how to use this control in your application, see Chapter 11, “List Manager,” in Volume 1 of the *Toolbox Reference*.

### Picture control

This new control type displays a QuickDraw picture in a specified window. You specify the boundary rectangle for the control and a reference to the picture when you create the control. The picture is drawn each time the control is drawn. You can create picture controls only with the `NewControl2` tool call.

Note that when the picture is drawn, the boundary rectangle for the control is used as the picture destination rectangle (see Chapter 17, "QuickDraw II Auxiliary," in Volume 2 of the *Toolbox Reference* for details about picture drawing). As a consequence, the picture may be scaled at draw time if the original picture frame does not have the same dimensions as the control rectangle. To force the picture to be displayed at its original size, and thus avoid scaling, set the lower-right corner of the control rectangle to (0,0). The Control Manager recognizes this value at control initialization time, and sets the control rectangle to be the same size as the picture frame.

In general, a click in a picture control is ignored. However, the Control Manager provides facilities to inform your application if the user clicks in the control. To make a picture control inactive, set the `ctlHilite` field to \$FF, otherwise the control is active and may receive user events.

Note that picture controls require the QuickDraw II Auxiliary tool set.

### Pop-up control

This new control type allows you to define and support pop-up menus inside a window. You specify the boundary rectangle for the control, along with a reference to the menu definition when you create the control with the `NewControl2` tool call. The menu title becomes the title of the control, and the current selection for the control is defined by the initial value.

Pop-up controls respond to both mouse and keyboard events. If your application uses TaskMaster, the system will handle most events automatically. To take full advantage of TaskMaster, set the `tmContentControls` and `tmControlKey` flags in the `taskMask` field of the task record to 1 (see Chapter 52, "Window Manager Update," for information about the new features in TaskMaster).

If your application does not use TaskMaster, when the user presses the mouse button inside a Pop-up control, your application must call `TrackControl` to track the mouse and present the pop-up menu to the user. TaskMaster will do this for you if you have set the `tmContentControls` flag to 1 in the `taskMask` field.

Without TaskMaster, your program sends keyboard events to pop-up menu controls using the `SendEventToCtl` tool call (see "New Control Manager calls" later in this chapter). First, check for menu key equivalents. If none are found, then issue the `SendEventToCtl` call, setting `targetOnlyFlag` to FALSE (all controls that want events are searched), `windowPtr` to NIL (find the top window), and `extendedTaskRecPtr` to refer to the task record containing the keystroke information. TaskMaster will do all this for you if you have set the `tmControlKey` flag to 1 in the `taskMask` field.

Note that the Control Manager places the current user selection value into `ctlValue`. If you need to retrieve the user selection number, you may do so from this field.

### Radio button control

Radio button controls created with the `NewControl2` tool call can support keystroke equivalents, which allow the user to choose a button by pressing an assigned key on the keyboard. See “Keystroke processing” earlier in this chapter for details.

### Scroll bar control

Scroll bar controls provide no new features.

### Size box control

You can now set up size box controls to automatically invoke `GrowWindow` and `SizeWindow` if you create the control with the `NewControl2` tool call. When the user drags the size box, if the `fCallWindowMgr` bit in the `flag` field of the size box control template is set to 1 (see the description of the size box control template in “New Control Manager templates and records” later in this chapter), the Control Manager will call `GrowWindow` and `SizeWindow` to track the control and resize the window rectangle. If this flag is set to 0, then the control is merely highlighted.

### Static text control

This new control type displays uneditable (hence, “static”) text in a specified window. You can place font, style, size, and color changes into the displayed text, affording you great freedom to create a distinctive text display. In addition, static text controls can accommodate text substitution. With this feature, you can customize the displayed text to fit run-time circumstances. You can create static text controls only with the `NewControl2` tool call.

If you are going to use text substitution in your static text, your application must set up the control template correctly (set `fSubstituteText` in `flag` to 1) and tell the system where the substitution array is kept (issue the `SetCtlParamPtr` Control Manager tool call). The text substitution array has the same format as that used by the `AlertWindow` call (see Chapter 52, “Window Manager Update,” for information about `AlertWindow` and for substitution array format and content).

In general, applications ignore clicks in static text controls. However, the Control Manager provides facilities to inform your application if the user clicks in the control. To make a static text control inactive, set the `ctlHilite` field to \$FF, otherwise the control is active and may receive user events.

Note that static text controls require the LineEdit, QuickDraw II Auxiliary, and Font Manager tool sets.

### TextEdit control

This control lets the user create, edit, or view multiline items in a window. You specify the boundary rectangle for the edit window, parameters governing the amount of text to be entered, and, optionally, some initial text to display. The TextEdit control does the rest. You can only create TextEdit controls with the `NewControl2` tool call.

The TextEdit control uses the TextEdit tool set. TextEdit is a new tool set, and is completely described in Chapter 49, "TextEdit," later in this book. You should familiarize yourself with the material in that chapter before using this control.

---

### New control definition procedure messages

Previously, control definition procedures had to support 13 message types (see Chapter 4, "Control Manager," in Volume 1 of the *Toolbox Reference* for a discussion of the original message types). When you create custom controls with new control records (see "New Control Manager templates and records" later in this chapter), your control will have to support some additional messages.

Value	Control Message	Description
13	<code>ctlHandleEvent</code>	Handle a keystroke or menu selection
14	<code>ctlChangeTarget</code>	Issued when control's target status has changed
15	<code>ctlChangeBounds</code>	Issued when control's boundary rectangle has changed
16	<code>ctlWindChangeSize</code>	Window has been grown or zoomed
17	<code>ctlHandleTab</code>	Control has been tabbed to
18	<code>ctlNotifyMultiPart</code>	A multipart control must be hidden, drawn, or shown
19	<code>ctlWinStateChange</code>	Window state has changed

In addition, the `initCtl`, `dragCtl`, and `recSize` messages have new control routine interfaces when used with extended controls. The following sections discuss each new or changed message in detail.

If you must draw when handling control messages, your control definition procedure should save the current `GrafPort` and set the port correctly for your control before drawing. After your `defProc` is finished drawing, restore the previous `GrafPort`. Note that saving the current `GrafPort` includes saving penstate, all pattern and color information, and all regions in the port to which your program draws.

To maintain compatibility with future versions of the Control Manager, control definition procedures should always return a *returnValue* of 0 for unrecognized and unsupported control message types. In addition, if you use custom control messages, be careful to assign type values greater than \$8000 (decimal 32,767).

### Initialize routine

Previously, `ctlParam` contained *param1* and *param2* from `NewControl`. If you create your custom control with `NewControl`, these input parameters are the same. However, if you create your control with `NewControl2` (see “New Control Manager calls” later in this chapter), then `ctlParam` contains a pointer to the control template for the control.

### Drag routine

The result code for the drag routine now contains additional information that allows control definition procedures to abort tracking. Previously, *returnValue* indicated whether or not your `defProc` wanted the Control Manager to do the dragging. For controls created with `NewControl`, this is still the case. For controls created with `NewControl2`, your `defProc` uses the low-order word of *returnValue* exactly as before (zero means that the Control Manager should drag the control; nonzero means your control definition procedure handled it). Your `defProc` returns the part code of the control in the high-order word (see Chapter 4, “Control Manager,” in Volume 1 of the *Toolbox Reference* for information on control part codes). If this value is 0, then the Control Manager assumes that the user aborted the drag operation and performs no screen updates.

### Record size routine

Previously, `ctlParam` was undefined for this routine. Now, the Control Manager sets `ctlParam` to 0 for controls created with `NewControl`. For controls created with `NewControl2`, `ctlParam` contains a pointer to the control template.



## Event routine

To pass information for all events, including keystroke or mouse events, the Control Manager calls the control definition procedure with the `ctlHandleEvent` message. Only controls you create with either the `fCtlWantsEvents` bit or the `fCtlCanBeTarget` bit set to 1 in the `moreFlags` field of the control template will receive this message (see “New Control Manager templates and records” later in this chapter for detailed information on these flags). The first qualifying control in the control list gets the first opportunity to handle the event. If that control processes the event, then no other controls see it. If, however, that control does not process the event, the Control Manager passes the event to the next qualifying event in the list. This process continues until a control handles the event, or the list is exhausted. If no `defProc` handles the event, TaskMaster passes the event to the application.

## Parameters

Stack before call

<i>Previous contents</i>	
– <i>Space</i> –	Long—Space for result
<i>ctlMessage</i>	Word— <code>ctlHandleEvent</code> message
– <i>ctlParam</i> –	Long—Pointer to task record containing event information
– <i>theControlHandle</i> –	Long—Handle to control
	<—SP

Stack after call

<i>Previous contents</i>	
– <i>retValue</i> –	Long—\$FFFFFFF if control took the event; \$0 if control did not
	<—SP

## Target routine

To signal a change in the control's target status (the control is now, or is no longer, the target), the Control Manager calls the control definition procedure with the `ctlChangeTarget` message. Note that this message is sent to both the previous target control and the new target control. Your control definition procedure can distinguish which control is the new target by examining the `fCtlTarget` bit in the `ctlMoreFlags` field of the control record. The new target control will have this bit set to 1 in its control record. The previous target will have the bit set to 0.

In response to the `ctlChangeTarget` message, some control definition procedures will change the appearance of their control on the screen or perform other actions as appropriate. For example, `LineEdit` and `TextEdit` controls display an insertion point or a text selection only when they are the target.

## Parameters

Stack before call

<i>Previous contents</i>	
- <i>Space</i> -	Long—Space for result
<i>ctlMessage</i>	Word— <code>ctlChangeTarget</code> message
- <i>ctlParam</i> -	Long—Undefined
- <i>theControlHandle</i> -	Long—Handle to control
	<—SP

Stack after call

<i>Previous contents</i>	
- <i>retValue</i> -	Long—Undefined
	<—SP

## Bounds routine

To signal to the control that its boundary rectangle has changed the Control Manager calls the control definition procedure with the `ctlChangeBounds` message. In response to this message, your control definition procedure should adjust its internal control record variables to account for the new rectangle. For example, any subrectangles defined for a control may need to change whenever the boundary rectangle changes.

- ◆ *Note:* This message is not supported by control definition procedures currently provided by Apple; however, you should handle this message in any custom controls you create.

## Parameters

Stack before call

<i>Previous contents</i>	
- <i>Space</i> -	Long—Space for result
<i>ctlMessage</i>	Word— <code>ctlChangeBounds</code> message
- <i>ctlParam</i> -	Long—Undefined
- <i>theControlHandle</i> -	Long—Handle to control
	<—SP

Stack after call

<i>Previous contents</i>	
- <i>retValue</i> -	Long—Undefined
	<—SP

**Window size routine**

The Control Manager calls the control definition procedure with the `ctlWindChangeSize` message whenever the user has changed the size of the control window. In response to this message, your control definition procedure should do what is necessary to maintain a consistent screen presentation. This may entail resizing multipart controls, moving size boxes, and so on.

**Parameters**

Stack before call

<i>Previous contents</i>	
- <i>Space</i> -	Long—Space for result
<i>ctlMessage</i>	Word— <code>ctlWindChangeSize</code> message
- <i>ctlParam</i> -	Long—Undefined
- <i>theControlHandle</i> -	Long—Handle to control
	<—SP

Stack after call

<i>Previous contents</i>	
- <i>retValue</i> -	Long—Undefined
	<—SP

**Tab routine**

Your control definition procedure receives the `ctlHandleTab` message when the user has hit the Tab key while another control is the target. That control's `defProc` will have issued the `MakeNextCtlTarget` tool call before sending this control message. As a result, your control is the target control. The control definition procedure should perform the appropriate actions in response to becoming the target as a result of a Tab keystroke, rather than a mouse click. For example, in response to this message, `LineEdit` and `TextEdit` control definition procedures select all the text in the control in preparation for user input.

**Parameters**

Stack before call

<i>Previous contents</i>		
-	<i>Space</i>	-
	<i>ctlMessage</i>	
-	<i>ctlParam</i>	-
	<i>theControlHandle</i>	

Long—Space for result

Word—`ctlHandleTab` message

Long—Undefined

Long—Handle to control

<—SP

Stack after call

<i>Previous contents</i>		
-	<i>retValue</i>	-

Long—Undefined

<—SP

## Notify multipart routine

The Control Manager calls the control definition procedure with the `ctlNotifyMultiPart` message to signal that a multipart control needs to be hidden, shown, or drawn. This message is relevant only to multipart controls, which may not fit within their boundary rectangle (for example, list controls consist of the list itself and a scroll control, which is separate). That is, the `fCtlIsMultiPart` bit in the `moreFlags` field of the control template must be set to 1 for a control to receive this message. In response to this message, your `defProc` must do what is needed to hide or show the control completely.

The low-order word of *ctlParam* tells the `defProc` what to do.

0	Hide the entire control
1	Erase the entire control
2	Show the entire control
3	Show one control

## Parameter

Stack before call

Previous contents	
- Space -	Long—Space for result
ctlMessage	Word— <code>ctlNotifyMultiPart</code> message
- ctlParam -	Long—High-word is undefined; low-word contains option
-theControlHandle-	Long—Handle to control
	<—SP

Stack after call

Previous contents	
- retValue -	Long—Undefined
	<—SP

## Window change routine

The Control Manager calls the control definition procedure with the `ctlWinStateChange` message to signal that the state of the window containing the control has changed. For example, a control definition procedure will receive this message whenever the control's window is activated or deactivated. At this time, the control definition procedure may draw dimmed controls in windows that have been unhidden.

The low-order word of the *ctlParam* parameter contains the new state of the window:

\$0000	The window has been deactivated
\$0001	The window has been activated

The high-order word is undefined.

### Parameter

Stack before call

<i>Previous contents</i>	
- <i>Space</i> -	Long—Space for result
<i>ctlMessage</i>	Word— <code>ctlWinStateChange</code> message
- <i>ctlParam</i> -	Long—Low word contains new window state; high word undefined
- <i>theControlHandle</i> -	Long—Handle to control
	<—SP

Stack after call

<i>Previous contents</i>	
- <i>retValue</i> -	Long—Undefined
	<—SP

---

## New Control Manager calls

The following sections describe new Control Manager tool calls, in alphabetical order by call name.

---

### **CallCtlDefProc** \$2C10

This routine calls the specified control with the specified control message and parameter. Set the *param* parameter to 0 if the control definition procedure does not accept an input parameter (see "New control definition procedure messages" earlier in this chapter for information on input parameters for defProc messages).

#### Parameters

Stack before call

<i>Previous contents</i>			
—	<i>Space</i>	—	Long—Space for result from control definition procedure
—	<i>ctlHandle</i>	—	Long—Handle of control to be called
	<i>message</i>		Word—Control message to send to control definition procedure
—	<i>param</i>	—	Long—Parameter to pass to control definition procedure
			<—SP

Stack after call

<i>Previous contents</i>			
—	<i>Result</i>	—	Long—Result value from control definition procedure
			<—SP

**Errors**

None



**C**           extern pascal Long CallCtlDefProc(ctlHandle,  
  message, param);

Handle     ctlHandle;  
Word       message;  
Long       param;

---

**CMLoadResource** \$3210

This is an entry point to the internal Control Manager routine that loads resources. You specify the resource type and ID of the resource to be loaded. See Chapter 45, "Resource Manager," for more information on resources.

Any errors during resource load result in system death.

▲ **Warning** Applications must never issue this call. ▲

**Parameters**

Stack before call

<i>Previous contents</i>	
- <i>Space</i> -	Long—Space for result
<i>resourceType</i>	Word—Type of resource to load
- <i>resourceID</i> -	Long—ID of resource to load
	<—SP

Stack after call

<i>Previous contents</i>	
- <i>resourceHandle</i> -	Long—Handle of loaded resource
	<—SP

**Errors** None

**C**           extern pascal Handle CMLoadResource(resourceType,  
  resourceID);

Word        resourceType;  
Long         resourceID;

---

**CMReleaseResource**    \$3310

This is an entry point to the internal Control Manager routine that releases resources. You specify the resource type and ID of the resource to be released. The resource is released by marking it purgeable. See Chapter 45, "Resource Manager," for more information on resources.

Any errors result in system death.

▲ **Warning**    Applications must never issue this call. ▲

### Parameters

Stack before call

<i>Previous contents</i>	
<i>resourceType</i>	Word—Type of resource to release
– <i>resourceID</i> –	Long—ID of resource to release
	←SP

Stack after call

<i>Previous contents</i>	
	←SP

**Errors**                  None

```
C      extern pascal void CMReleaseResource(resourceType,
                                resourceID);

                                Word    resourceType;
                                Long    resourceID;
```

---

**FindTargetCtl** \$2610

Searches the control list for the active window and returns the handle of the target control (the control that is currently the target of user keystrokes). `FindTargetCtl` returns the handle of the first control that has the `fcntlTarget` flag set to 1 in the `ctlMoreFlags` field of its control record. If no target control is found or an error occurs, then the call returns a NIL handle.

This call will only return a handle to an extended control.

**Parameters**

Stack before call

Previous contents	
- Space -	Long—Space for result
	<—SP

Stack after call

Previous contents	
- Result -	Long—Handle of target control (if found); NIL if none or error
	<—SP

<b>Errors</b>	\$1004	<code>noCtlError</code>	No controls in window
	\$1005	<code>noSuperCtlError</code>	No extended controls in window
	\$1006	<code>noCtlTargetError</code>	No target extended control
	\$100C	<code>noWind_Err</code>	No front window

**C**            `extern pascal Handle FindTargetCtl();`

---

**GetCtlHandleFromID \$3010**

Retrieves the handle to the control record for a control with a specified `ctlID` field value. The `ctlID` field is an application-defined tag for a control. Set the `ctlID` field with the `SetCtlID` tool call; read the contents of the `ctlID` field with `GetCtlID`.

If an error occurs, the returned handle is NIL.

This call is valid only for extended controls.

**Parameters**

Stack before call

<i>Previous contents</i>		
-	<i>Space</i>	-
-	<i>windowPtr</i>	-
-	<i>ctlID</i>	-

Long—Space for result

Long—Pointer to window for control list search; NIL=top window

Long—ID value for desired control

<—SP

Stack after call

<i>Previous contents</i>		
-	<i>ctlHandle</i>	-

Long—Handle for specified control

<—SP

<b>Errors</b>	\$1004	<code>noCtlError</code>	No controls in window
	\$1005	<code>noSuperCtlError</code>	No extended controls in window
	\$1009	<code>noSuchIDError</code>	The specified ID cannot be found
	\$100C	<code>noWind_Err</code>	There is no front window

**C**      `extern pascal Long GetCtlHandleFromID(windowPtr, ctlID);`

Pointer    `windowPtr;`

Long       `ctlID;`

---

**GetCtlID** \$2A10

Returns the `ctlID` field from the control record of a specified control. The `ctlID` field is an application-defined tag for a control. Your application can use this field in many ways. For example, since the value of `ctlID` is known at compile time, you can construct efficient routing code for handling control messages for many different controls.

Use the `SetCtlID` Control Manager tool call to set the `ctlID` field.

If the specified control is not an extended control, the resulting ID is undefined, and an error is returned.

**Parameters**

Stack before call

<i>Previous contents</i>		
-	<i>Space</i>	-
-	<i>ctlHandle</i>	-

Long—Space for result

Long—Handle to control

←SP

Stack after call

<i>Previous contents</i>		
-	<i>ctlID</i>	-

Long—ctlID for specified control

←SP

<b>Errors</b>	\$1004	<code>noCtlError</code>	No controls in window
	\$1007	<code>notSuperCtlError</code>	Action valid only for extended controls

```
C      extern pascal Long GetCtlID(ctlHandle);

      Handle    ctlHandle;
```

---

**GetCtlMoreFlags** \$2E10

---

Gets the contents of the `ctlMoreFlags` field of the control record for a specified control. The `ctlMoreFlags` field contains flags governing target status, event processing, and other aspects of the control.

Use the `SetCtlMoreFlags` Control Manager tool call to set the `ctlMoreFlags` field.

If the specified control is not an extended control, the result is undefined, and an error is returned.

**Parameters**

Stack before call

<i>Previous contents</i>	
<i>Space</i>	Word—Space for result
– <i>ctlHandle</i> –	Long—Handle to control
	<—SP

Stack after call

<i>Previous contents</i>	
<i>ctlMoreFlags</i>	Word— <code>ctlMoreFlags</code> for specified control
	<—SP

<b>Errors</b>	\$1004	<code>noCtlError</code>	No controls in window
	\$1007	<code>notSuperCtlError</code>	Action valid only for extended controls

```
C      extern pascal Word GetCtlMoreFlags(ctlHandle);

      Handle    ctlHandle;
```

---

**GetCtlParamPtr \$3510**

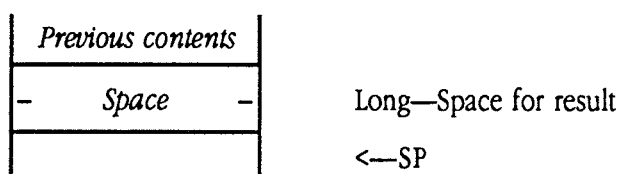
Retrieves the pointer to the current text substitution array for the Control Manager. This array contains the information used for text substitution in static text controls (see "Static text control" elsewhere in this chapter for details).

Set the contents of this field with the `SetCtlParamPtr` Control Manager tool call.

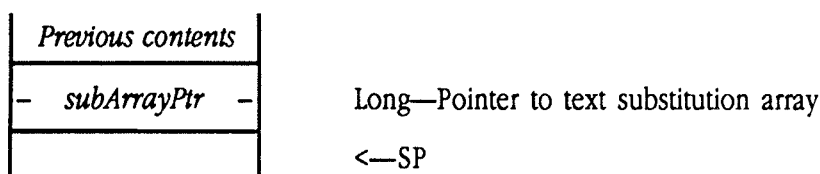
- ◆ *Note:* This pointer is global to the Control Manager; it is not associated with a specific control. As a result, desk accessories should be very careful when using this feature to save and restore the previous contents of the field.

**Parameters**

Stack before call



Stack after call



**Errors**                None

**C**                      `extern pascal Pointer GetCtlParamPtr();`



---

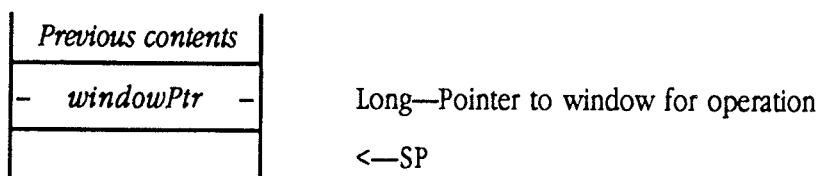
**InvalCtl1s** \$3710

---

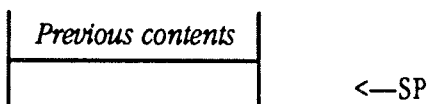
This call invalidates all rectangles for all controls in a specified window.

**Parameters**

Stack before call



Stack after call



**Errors**                None

**C**                    extern pascal void InvalCtl1s(windowPtr);  
                       Pointer    windowPtr;

---

**MakeNextCtlTarget** \$2710

Makes the next eligible control the target control. This routine searches the control list of the active window for the first target control (`fCtlTarget` bit on in the `ctlMoreFlags` field of the control record). It then clears the target flag for this control, and searches for the next control in the control list that can be the target (`fCtlCanBeTarget` bit set to 1 in `ctlMoreFlags`), and makes that control the target. The call returns the handle of the new target control.

Both affected controls (the old and new target) will receive `ctlChangeTarget` messages from the Control Manager.

If an error occurs, the returned handle is NIL.

This call is valid only for extended controls.

**Parameters**

Stack before call

<i>Previous contents</i>	
— <i>Space</i> —	Long—Space for result (handle)
	<—SP

Stack after call

<i>Previous contents</i>	
— <i>Result</i> —	Long—Handle of new target control; NIL if error
	<—SP

<b>Errors</b>	\$1004	<code>noCtlError</code>	No controls in window
	\$1005	<code>noSuperCtlError</code>	No extended controls in window
	\$100B	<code>noCtlToBeTargetError</code>	No control could be made target

**C**            `extern pascal Handle MakeNextCtlTarget();`

---

**MakeThisCtlTarget** \$2810

This routine makes the specified control the target. You specify the control that is to become the target control by passing its handle to this routine. This call will work for both active and inactive windows.

Both affected controls (the old and new target) will receive `ctlChangeTarget` messages from the Control Manager.

This call is valid only for extended controls.

**Parameters**

Stack before call

<i>Previous contents</i>	
- <i>ctlToBeTarget</i> -	Long—Handle to control to be made target
	<—SP

Stack after call

<i>Previous contents</i>	
	<—SP

<b>Errors</b>	\$1007	<code>notSuperCtlError</code>	Action valid only for extended controls
	\$1008	<code>canNotBeTargetError</code>	Specified control cannot be made target

**C**            `extern pascal void MakeThisCtlTarget (ctlToBeTarget);`

`Handle     ctlToBeTarget;`

---

**NewControl2** \$3110

Creates one or more new controls. You specify the parameters governing those controls in control templates that are passed to `NewControl2` (see “New Control Manager templates and records” later in this chapter). If `NewControl2` creates a single control, it returns the handle to that control in *Result*. If `NewControl2` creates two or more controls, it returns 0. For sample code showing how to use the `NewControl2` tool call, see “Control Manager code example” later in this chapter.

All controls created by `NewControl2` have new style control records and are extended controls.

**Parameters**

Stack before call

<i>Previous contents</i>			
—	<i>Space</i>	—	Long—Space for result
—	<i>ownerPtr</i>	—	Long—Pointer to window for control(s)
	<i>referenceDesc</i>		Word—Describes contents of reference
—	<i>reference</i>	—	Long—Reference of a type defined by <i>referenceDesc</i>
			<—SP

Stack after call

<i>Previous contents</i>			
—	<i>Result</i>	—	Long—Control handle (if single control created) or 0
			<—SP

**Errors**                None

```

C          extern pascal Handle NewControl2(ownerPtr,
                                             referenceDesc, reference);

              Pointer  ownerPtr;
              Word     referenceDesc;
              Long     reference;
  
```

<i>referenceDesc</i>	Defines the contents and type of item referenced by <i>reference</i> . Possible values for <i>referenceDesc</i> are:	
<code>singlePtr</code>	0	<i>reference</i> is a pointer to a single item template
<code>singleHandle</code>	1	<i>reference</i> is a handle for a single item template
<code>singleResource</code>	2	<i>reference</i> is a resource ID of a single item template
<code>ptrToPtr</code>	3	<i>reference</i> is a pointer to a list of pointers to item templates
<code>ptrToHandle</code>	4	<i>reference</i> is a pointer to a list of handles for item templates
<code>ptrToResource</code>	5	<i>reference</i> is a pointer to a list of resource IDs of item templates
<code>handleToPtr</code>	6	<i>reference</i> is a handle to a list of pointers to item templates
<code>handleToHandle</code>	7	<i>reference</i> is a handle to a list of handles for item templates
<code>handleToResource</code>	8	<i>reference</i> is a handle to a list of resource IDs of item templates
<code>resourceToResource</code>	9	<i>reference</i> is a resource ID of a list of resource IDs of item templates
If <i>reference</i> defines a list, that list is a contiguous array of template references (pointers, handles, or resource IDs), terminated with a NULL entry.		

---

**NotifyCtls \$2D10**

Calls the control definition procedures for extended controls in a specified window, sending a specified control message and parameter. You determine which controls are to be called by setting up the *mask* field. This routine compares the value of *mask* with that of the *ctlMoreFlags* field of the control record for each control in the window. If any of the bits you have specified in *mask* are set to 1 in *ctlMoreFlags*, the control is sent the message you have specified (*mask* is bitwise ANDed with *ctlMoreFlags*; a nonzero result yields a call to the control).

Set the *param* parameter to 0 if the control definition procedure does not accept an input parameter (see "New control definition procedure messages" earlier in this chapter for information on input parameters for defProc messages).

**Parameters**

Stack before call

<i>Previous contents</i>		
	<i>mask</i>	Word—Bit mask to be compared with <i>ctlMoreFlags</i>
	<i>message</i>	Word—Control message to send to control definition procedures
—	<i>param</i>	Long—Parameter to pass to control definition procedures
—	<i>window</i>	Long—GrafPort of window whose control list is to be searched
		<—SP

Stack after call

<i>Previous contents</i>	<—SP
--------------------------	------

**Errors**                None

**C**                    `extern pascal void NotifyCtls(mask, message, param,  
   window);`

Word            `mask, message;`  
Long            `param, window;`

---

**SendEventToCtl \$2910**

Passes a specified extended task record (which must comply with the new format defined in Chapter 52, "Window Manager Update," in this book) to the appropriate control or controls. This call returns a Boolean indicating whether the event was fielded by a control, and returns the handle of the control that serviced the event in `taskData2` of the task record for the event.

The *targetOnlyFlag* parameter governs the way the Control Manager searches for a control to field the event. If *targetOnlyFlag* is set to TRUE, `SendEventToCtl` sends the event to the target control. If there is no target control, *Result* is FALSE and `taskData2` is undefined.

If *targetOnlyFlag* is set to FALSE, `SendEventToCtl` conducts a two-part search for a control to field the event. First, Control Manager looks for non-edit field controls that want keystrokes (for example, buttons with keystroke equivalents). The Control Manager tries to send the event to each such control (with the `ctlHandleEvent` control message). If no control accepts the event, the Control Manager looks for an edit field control (LineEdit or TextEdit) that can become the target. If no control accepts the event and there is no target, *Result* is FALSE and `taskData2` is undefined. Otherwise, *Result* is TRUE and `taskData2` contains the handle of the accepting control.

This call is valid only for extended controls.

- ◆ *Note:* If a control can be made the target (`fCtlCanBeTarget` is set to 1 in `ctlMoreFlags` of its control record), then the Control Manager will send it events regardless of the setting of the `fCtlWantsEvents` bit.

**Parameters**

Stack before call

<i>Previous contents</i>			
<i>Space</i>		Word—Space for result Boolean	
<i>targetOnlyFlag</i>		Word—(Boolean) TRUE=send to target only; FALSE=all controls	
–	<i>windowPtr</i>	–	Long—Pointer to window to search; NIL for top window
–	<i>eTaskRecPtr</i>	–	Long—Pointer to extended task record for event
			<—SP

Stack after call

<i>Previous contents</i>
<i>Result</i>

Word—(Boolean) TRUE if event accepted; otherwise FALSE  
 ←SP

<b>Errors</b>	\$1005	noSuperCtlError	No extended controls in window
	\$100C	noWind_Err	There is no front window

**C**

```
extern pascal Boolean SendEventToCtl(targetOnlyFlag,
                                     windowPtr, eTaskRecPtr);

Word    targetOnlyFlag;
Pointer windowPtr, eTaskRecPtr;
```



---

**SetCtlID** \$2B10

---

Sets the `ctlID` field in the control record of a specified control. The `ctlID` field is an application-defined tag for a control. Your application can use this field in many ways. For example, since the value of `ctlID` is knowable at compile time, you can construct efficient routing code for handling control messages for many different controls.

Retrieve the `ctlID` field for a control with the `GetCtlID` Control Manager call.

If the specified control is not an extended control, an error is returned.

**Parameters**

Stack before call

Previous contents		
-	<i>newID</i>	-
-	<i>ctlHandle</i>	-
		<—SP

Stack after call

Previous contents		
		<—SP

<b>Errors</b>	\$1004	<code>noCtlError</code>	No controls in window
	\$1007	<code>notSuperCtlError</code>	Action valid only for extended controls

**C**            `extern pascal void SetCtlID(newID, ctlHandle);`

              Long        `newID;`

              Handle      `ctlHandle;`

---

**SetCtlMoreFlags \$2F10**

Sets the contents of the `ctlMoreFlags` field of the control record for a specified control. The `ctlMoreFlags` field contains flags governing target status, event processing, and other aspects of the control.

Retrieve the `ctlMoreFlags` field for a control with the `GetCtlMoreFlags` Control Manager call.

If the specified control is not an extended control, an error is returned.

**Parameters**

Stack before call

<i>Previous contents</i>	
<i>newMoreFlags</i>	Word—New <code>ctlMoreFlags</code> value for the control
- <i>ctlHandle</i> -	Long—Handle to control
	<—SP

Stack after call

<i>Previous contents</i>	
	<—SP

<b>Errors</b>	\$1004	<code>noCtlError</code>	No controls in window
	\$1007	<code>notSuperCtlError</code>	Action valid only for extended controls

```

C          extern pascal void SetCtlMoreFlags (newMoreFlags,
                                           ctlHandle);

          Word      newMoreFlags;
          Handle    ctlHandle;

```

---

**SetCtlParamPtr \$3410**

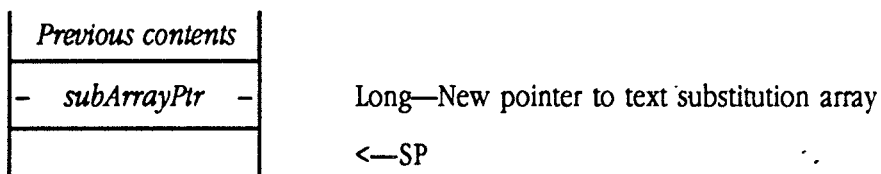
Sets the pointer to the current text substitution array for the Control Manager. This array contains the information used for text substitution in static text controls (see "Static text controls" elsewhere in this chapter).

Retrieve the contents of this field with the `GetCtlParamPtr` Control Manager tool call.

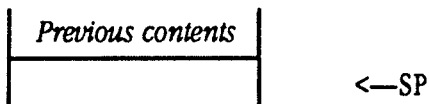
- ◆ *Note:* This pointer is global to the Control Manager; it is not associated with a specific control. As a result, desk accessories should be very careful when using this feature to save and restore the previous contents of the field.

**Parameters**

Stack before call



Stack after call



**Errors**                None

**C**                    `extern pascal void SetCtlParamPtr(subArrayPtr);`  
                      `Pointer    subArrayPointer;`

---

## Control Manager error codes

Value	Name	Definition
\$1001	wmNotStartedUp	Window Manager not initialized
\$1002	cmNotInitialized	Control Manager not initialized
\$1003	noCtlInList	Control not in window list
\$1004	noCtlError	No controls in window
\$1005	noSuperCtlError	No extended controls in window
\$1006	noCtlTargetError	No target extended control.
\$1007	notSuperCtlError	Action valid only for extended controls
\$1008	canNotBeTargetError	Specified control cannot be made target
\$1009	noSuchIDError	The specified ID cannot be found
\$100A	tooFewParmsError	Too few parameters specified
\$100B	noCtlToBeTargetError	No control could be made target
\$100C	noWind_Err	There is no front window

---

## New Control Manager templates and records

This section describes the format and content of all Control Manager control templates and records. In addition, "Control Manager code example" shows how to use control templates with the `NewControl2` tool call.

---

### **NewControl2** input templates

Each type of control has its own control template, corresponding to the control record definition for the control type. The item template is an extensible mechanism for defining new controls. Rather than placing all the control parameters on the stack at run time, the template holds these parameters in a standard format that can be defined at compile time. Furthermore, the templates can be created as a resource, simplifying program development and maintenance, reducing code size, and reducing fixed memory usage. Your program can pass more than one input template to `NewControl2` at a time.

All control templates have the same seven-field header. Some templates have additional fields that further define the control. In order to provide extensible support for variable length templates, one of the header fields is a parameter count. The value of the parameter count field tells the Control Manager how many parameters to use, which allows for optional template fields.

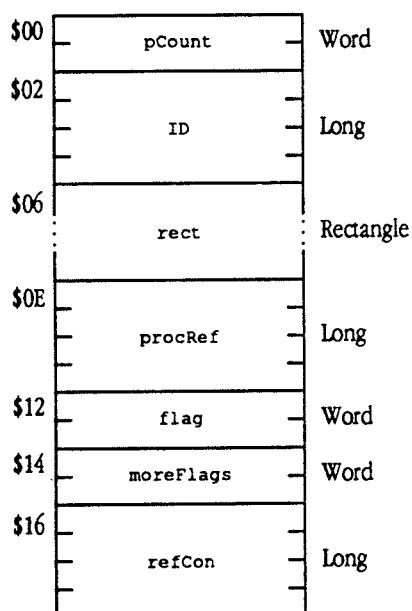
The following sections define the item templates for each control type. Field names marked with an asterisk (\*) represent optional fields.

## Control template standard header

Each control template contains the standard header, which consists of seven fields. Following that header, some templates have additional fields, which further define the control to be created. The format and content of the standard template header is shown in Figure 28-1.

Custom control definition procedures establish their own item template layout. The only restriction placed on these templates is that the standard header be present and well formed. Custom data for the control procedure may follow the standard header.

■ **Figure 28-1** Control template standard header



**pCount** Count of parameters in the item template, not including the pCount field. Minimum value is 6, maximum value varies depending upon the type of control template.

<b>ID</b>	Sets the <code>ctlID</code> field of the control record for the new control. The <code>ctlID</code> field may be used by the application to provide a straightforward mechanism for keeping track of controls. The control ID is a value assigned by your application, which the control “carries around” for your convenience. Your application can use the ID, which has a known value, to identify a particular control.		
<b>rect</b>	Sets the <code>ctlRect</code> field of the control record for the new control. Defines the boundary rectangle for the control.		
<b>procRef</b>	Sets the <code>ctlProc</code> field of the control record for the new control. This field contains a reference to the control definition procedure for the control. The value of this field is either a pointer to a control definition procedure, or the ID of a standard routine. The standard values are:		
	<code>simpleButtonControl</code>	<code>\$80000000</code>	Simple button
	<code>checkControl</code>	<code>\$82000000</code>	Check box
	<code>iconButtonControl</code>	<code>\$07FF0001</code>	Icon button
	<code>editLineControl</code>	<code>\$83000000</code>	LineEdit
	<code>listControl</code>	<code>\$89000000</code>	List
	<code>pictureControl</code>	<code>\$8D000000</code>	Picture
	<code>popUpControl</code>	<code>\$87000000</code>	Pop-up
	<code>radioControl</code>	<code>\$84000000</code>	Radio control
	<code>scrollBarControl</code>	<code>\$86000000</code>	Scroll bar
	<code>growControl</code>	<code>\$88000000</code>	Size box
	<code>statTextControl</code>	<code>\$81000000</code>	Static Text
	<code>editTextControl</code>	<code>\$85000000</code>	TextEdit

**flag** A word used to set both `ctlHilite` and `ctlFlag` in the control record for the new control. Since this is a word, the bytes for `ctlHilite` and `ctlFlag` are reversed. The high-order byte of `flag` contains `ctlHilite`, while the low-order byte contains `ctlFlag`. The bits in `flag` are mapped as follows:

Highlight	bits 8–15	Indicates highlighting style: 0 Control active, no highlighted parts 1–254 Part code of highlighted part 255 Control inactive
Invisible	bit 7	Governs visibility of control: 0 - Control visible 1 - Control invisible
Variable	bits 0–6	Values and meaning depends upon control type



**moreFlags**      Used to set the `ctlMoreFlags` field of the control record for the new control.

The high-order byte is used by the Control Manager to store its own control information. The low-order byte is used by the control definition procedure to define reference types.

The defined Control Manager flags are:

<code>fCtlTarget</code>	\$8000	If set to 1, this control is currently the target of any typing or editing commands.
<code>fCtlCanBeTarget</code>	\$4000	If set to 1 then this control can be made the target control.
<code>fCtlWantEvents</code>	\$2000	If set to 1 then this control can be called when events are passed via the <code>SendEventToCtl</code> Control Manager call. Note that, if the <code>fCtlCanBeTarget</code> flag is set to 1, this control will receive events sent to it regardless of setting of this flag.
<code>fCtlProcRefNotPtr</code>	\$1000	If set to 1, then Control Manager expects <code>ctlProc</code> to contain the ID of a standard control procedure. If set to 0, then <code>ctlProc</code> contains a pointer to the custom control procedure.
<code>fCtlTellAboutSize</code>	\$0800	If set to 1, then this control needs to be notified when the size of the owning window has changed. This flag allows custom control procedures to resize their associated control images in response to changes in window size.
<code>fCtlIsMultiPart</code>	\$0400	If set to 1, then this is a multipart control. This flag allows control definition procedures to manage multi-part controls (necessary since the Control Manager does not know about all the parts of a multi-part control).

The low-order byte uses the following convention to describe references to color tables and titles (note, though, that some control templates do not follow this convention):

<code>titleIsPtr</code>	\$00	Title reference is by pointer
<code>titleIsHandle</code>	\$01	Title reference is by handle
<code>titleIsResource</code>	\$02	Title reference is by resource ID
<code>colorTableIsPtr</code>	\$00	Color table reference is by pointer
<code>colorTableIsHandle</code>	\$04	Color table reference is by handle
<code>colorTableIsResource</code>	\$08	Color table reference is by resource ID
<code>refCon</code>	Used to set the <code>ctlRefCon</code> field of the control record for the new control. Reserved for application use.	

## Keystroke equivalent information

Many of these control templates allow you to specify keystroke equivalent information for the associated controls. Figure 28-2 shows the standard format for that keystroke information.

■ **Figure 28-2** Keystroke equivalent record layout

\$00	key1	Byte
\$01	key2	Byte
\$02	keyModifiers	Word
\$04	keyCareBits	Word

key1	This is the ASCII code for the upper or lower case of the key equivalent.
key2	This is the ASCII code for the lower or upper case of the key equivalent. Taken with <code>key1</code> , this field completely defines the values against which key equivalents will be tested. If only a single key code is valid, then set <code>key1</code> and <code>key2</code> to the same value.
keyModifiers	These are the modifiers that must be set to 1 in order for the equivalence test to pass. The format of this flag word corresponds to that defined for the event record in Chapter 7, "Event Manager," in Volume 1 of the <i>Toolbox Reference</i> . Note that only the modifiers in the high-order byte are used here.
keyCareBits	These are the modifiers that must match for the equivalence test to pass. The format for this word corresponds to that for <code>keyModifiers</code> . This word allows you to discriminate between double-modified keystrokes. For example, if you want Control-7 to be an equivalent, but not Option-Control-7, you would set the <i>controlKey</i> bit in <code>keyModifiers</code> and both the <i>optionKey</i> and the <i>controlKey</i> bits in <code>keyCareBits</code> to 1. If you want Return and Enter to be treated the same, the <i>keyPad</i> bit should be set to 0.

## Simple button control template

Figure 28-3 shows the template that defines a simple button control.

■ **Figure 28-3** Item template for simple button controls

\$00	pCount	Word—Parameter count for template: 7, 8, or 9
\$02	ID	Long—Application-assigned control ID
\$06	rect	Rectangle—Boundary rectangle for control
\$0E	procRef	Long—simpleButtonControl=\$80000000
\$12	flag	Word—Highlight and control flags for control
\$14	moreFlags	Word—Additional control flags
\$16	refCon	Long—Application-defined value
\$1A	titleRef	Long—Reference to title for button
\$1E	*colorTableRef	Long—Reference to color table for control (optional)
\$22	*keyEquivalent	Block, 6 bytes—Keystroke equivalent data (optional)

Defined bits for `flag` are

Reserved	bits 8–15	Must be set to 0
<code>ctlInvis</code>	bit 7	1=invisible, 0=visible
Reserved	bits 2–6	Must be set to 0
Button type	bits 0–1	Describes button type: 0 = single-outlined round-cornered button 1 = bold-outlined round-cornered button 2 = single-outlined square-cornered button 3 = single-outlined square-cornered drop-shadowed button

Defined bits for `moreFlags` are

<code>fCtlTarget</code>	bit 15	Must be set to 0
<code>fCtlCanBeTarget</code>	bit 14	Must be set to 0
<code>fCtlWantsEvents</code>	bit 13	Set to 1 if button has keystroke equivalent
<code>fCtlProcNotPtr</code>	bit 12	Must be set to 1
<code>fCtlTellAboutSize</code>	bit 11	Must be set to 0
Reserved	bits 4–10	Must be set to 0
Color table reference	bits 2–3	Defines type of reference in <code>colorTableRef</code> . See Chapter 4, "Control Manager," in Volume 1 of the <i>Toolbox Reference</i> for the definition of the simple button color table. 00 - color table reference is pointer 01 - color table reference is handle 10 - color table reference is resource ID 11 - invalid value
Title reference	bits 0–1	Defines type of title reference in <code>titleRef</code> : 00 - title reference is pointer 01 - title reference is handle 10 - title reference is resource ID 11 - invalid value

`keyEquivalent` Keystroke equivalent information stored at `keyEquivalent` is formatted as shown in Figure 28–2.

## Check box control template

Figure 28-4 shows the template that defines a check box control.

■ **Figure 28-4** Control template for check box controls

\$00	pCount	Word—Parameter count for template: 8, 9, or 10
\$02	ID	Long—Application-assigned control ID
\$06	rect	Rectangle—Boundary rectangle for control
\$0E	procRef	Long—checkboxControl = \$82000000
\$12	flag	Word—Highlight and control flags for control
\$14	moreFlags	Word—Additional control flags
\$16	refCon	Long—Application-defined value
\$1A	titleRef	Long—Reference to title for box
\$1E	initialValue	Word—Initial box setting: 0 for clear, 1 for checked
\$20	*colorTableRef	Long—Reference to color table for control (optional)
\$24	*keyEquivalent	Block, 6 bytes—Keystroke equivalent data (optional)

Defined bits for `flag` are

Reserved	bits 8–15	Must be set to 0
ctlInvis	bit 7	1=invisible, 0=visible
Reserved	bits 0–6	Must be set to 0

Defined bits for `moreFlags` are

<code>fCtlTarget</code>	bit 15	Must be set to 0
<code>fCtlCanBeTarget</code>	bit 14	Must be set to 0
<code>fCtlWantsEvents</code>	bit 13	Set to 1 if check box has keystroke equivalent
<code>fCtlProcNotPtr</code>	bit 12	Must be set to 1
<code>fCtlTellAboutSize</code>	bit 11	Must be set to 0
Reserved	bits 4–10	Must be set to 0
Color table reference	bits 2–3	Defines type of reference in <code>colorTableRef</code> (see Chapter 4, "Control Manager," in Volume 1 of the <i>Toolbox Reference</i> for the definition of the check box color table) 00 - color table reference is pointer 01 - color table reference is handle 10 - color table reference is resource ID 11 - invalid value
Title reference	bits 0–1	Defines type of title reference in <code>titleRef</code> : 00 - title reference is pointer 01 - title reference is handle 10 - title reference is resource ID 11 - invalid value

`keyEquivalent` Keystroke equivalent information stored at `keyEquivalent` is formatted as shown in Figure 28-2.

## Icon button control template

Figure 28-5 shows the template that defines an icon button control. For more information about icon button controls, see “Icon button control” in this chapter.

■ **Figure 28-5** Control template for icon button controls

\$00	pCount	Word—Parameter count for template: 7, 8, 9, 10, or 11
\$02	ID	Long—Application-assigned control ID
\$06	rect	Rectangle—Boundary rectangle for control
\$0E	procRef	Long—iconButtonControl = \$07FF0001
\$12	flag	Word—Highlight and control flags for control
\$14	moreFlags	Word—Additional control flags
\$16	refCon	Long—Application-defined value
\$1A	iconRef	Long—Reference to icon for control
\$1E	*titleRef	Long—Reference to title for control (optional)
\$22	*colorTableRef	Long—Reference to color table for control (optional)
\$26	*displayMode	Word—Bit flag controlling icon appearance (optional)
\$28	*keyEquivalent	Block, 6 bytes—Key equivalent information (optional)



Defined bits for `flag` are

<code>ctlHilite</code>	bits 8–15	Sets the <code>ctlHilite</code> field of the control record
<code>ctlInvis</code>	bit 7	1=invisible, 0=visible
Reserved	bits 3–6	Must be set to 0
<code>showBorder</code>	bit 2	1=No border, 0=Show border
<code>buttonType</code>	bits 0–1	Defines button type: 00 - single-outlined round-cornered button 01 - bold-outlined round-cornered button 10 - single-outlined square-cornered button 11 - single-outlined square-cornered and drop-shadowed button

Defined bits for `moreFlags` are

<code>fCtlTarget</code>	bit 15	Must be set to 0
<code>fCtlCanBeTarget</code>	bit 14	Must be set to 0
<code>fCtlWantsEvents</code>	bit 13	Must be set to 0
<code>fCtlProcNotPtr</code>	bit 12	Must be set to 1
<code>fCtlTellAboutSize</code>	bit 11	Must be set to 0
Reserved	bits 6–10	Must be set to 0
Icon reference	bits 4–5	Defines type of icon reference in <code>iconRef</code> : 00 - icon reference is pointer 01 - icon reference is handle 10 - icon reference is resource ID 11 - invalid value
Color table reference	bits 2–3	Defines type of reference in <code>colorTableRef</code> ; the color table for an icon button is the same as that for a simple button (see Chapter 4, “Control Manager,” in Volume 1 of the <i>Toolbox Reference</i> for the definition of the simple button color table) 00 - color table reference is pointer 01 - color table reference is handle 10 - color table reference is resource ID 11 - invalid value
Title reference	bits 0–1	Defines type of title reference in <code>titleRef</code> : 00 - title reference is pointer 01 - title reference is handle 10 - title reference is resource ID 11 - invalid value

<code>titleRef</code>		Reference to the title string, which must be a Pascal string. If you are not using a title but are specifying other optional fields, set <code>moreFlags</code> bits 0 and 1 to 0, and set this field to zero.
<code>displayMode</code>		Passed directly to the <code>DrawIcon</code> routine, and defines the display mode for the icon. The field is defined as follows (for more information on icons, see Chapter 17, "QuickDraw II Auxiliary," in Volume 2 of the <i>Toolbox Reference</i> ):
Background Color	bits 12–15	Defines the background color to apply to black part of black-and-white icons.
Foreground Color	bits 8–11	Defines the foreground color to apply to white part of black-and-white icons.
Reserved	bits 3–7	Must be set to 0
<code>offLine</code>	bit 2	1=AND light-gray pattern to image being copied 0=Don't AND the image
<code>openIcon</code>	bit 1	1=Copy light-gray pattern instead of image 0=Don't copy light-gray pattern
<code>selectedIcon</code>	bit 0	1=Invert image before copying 0=Don't invert image
Color values (both foreground and background) are indexes into the current color table. See Chapter 16, "QuickDraw II," in Volume 2 of the <i>Toolbox Reference</i> for details about the format and content of these color tables.		
<code>keyEquivalent</code>		Keystroke equivalent information stored at <code>keyEquivalent</code> is formatted as shown in Figure 28-2.

## LineEdit control template

Figure 28-6 shows the template that defines a LineEdit control. For more information about LineEdit controls, see "LineEdit control" in this chapter.

■ **Figure 28-6** Control template for LineEdit controls

\$00	pCount	Word—Parameter count for template: 8
\$02	ID	Long—Application-assigned control ID
\$06	rect	Rectangle—Boundary rectangle for control
\$0E	procRef	Long—editLineControl = \$83000000
\$12	flag	Word—Highlight and control flags for control
\$14	moreFlags	Word—Additional control flags
\$16	refCon	Long—Application-defined value
\$1A	maxSize	Word—Maximum length of input line (in bytes)
\$1C	defaultRef	Long—Reference to default text

Defined bits for `flag` are

Reserved	bits 8–15	Must be set to 0
ctlInvis	bit 7	1=invisible, 0=visible
Reserved	bits 0–6	Must be set to 0

Defined bits for `moreFlags` are

<code>fCtlTarget</code>	bit 15	Must be set to 0
<code>fCtlCanBeTarget</code>	bit 14	Must be set to 1
<code>fCtlWantsEvents</code>	bit 13	Must be set to 1
<code>fCtlProcNotPtr</code>	bit 12	Must be set to 1
<code>fCtlTellAboutSize</code>	bit 11	Must be set to 0
Reserved	bits 2–10	Must be set to 0
Text reference	bits 0–1	Defines type of text reference in <code>defaultRef</code> 00 - text reference is pointer 01 - text reference is handle 10 - text reference is resource ID 11 - invalid value

`maxSize` Specifies the maximum number of characters allowed in the `LineEdit` field. Valid values lie in the range from 1 to 255.

The high-order bit indicates whether the `LineEdit` field is a password field. Password fields protect user input by echoing asterisks, rather than the actual user input. If this bit is set to 1, then the `LineEdit` field is a password field.

Note that `LineEdit` controls do not support color tables.

## List control template

Figure 28-7 shows the template that defines a list control. For more information about list controls, see "List control" in this chapter.

■ **Figure 28-7** Control template for list controls

\$00	pCount	Word—Parameter count for template: 14 or 15
\$02	ID	Long—Application-assigned control ID
\$06	rect	Rectangle—Boundary rectangle for control
\$0E	procRef	(\$0E) Long—listControl = \$89000000
\$12	flag	Word—Highlight and control flags for control
\$14	moreFlags	Word—Additional control flags
\$16	refCon	Long—Application-defined value
\$1A	listSize	Word—Number of members in list
\$1C	listView	Word—Number of members visible in window
\$1E	listType	Word—Type of list entries, selection options, etc.
\$20	listStart	Word—First visible list member
\$22	listDraw	Long—Pointer to member drawing routine
\$26	listMemHeight	Word—Height of each list item (in pixels)
\$28	listMemSize	Word—Size of list entry (in bytes)
\$2A	listRef	Long—Reference to list of member records
\$2E	*colorTableRef	Long—Reference to color table for control (optional)

Defined bits for `flag` are

Reserved	bits 8–15	Must be set to 0
<code>ctlInvis</code>	bit 7	1=invisible, 0=visible
Reserved	bits 0–6	Must be set to 0

Defined bits for `moreFlags` are

<code>fCtlTarget</code>	bit 15	Must be set to 0
<code>fCtlCanBeTarget</code>	bit 14	Must be set to 0
<code>fCtlWantsEvents</code>	bit 13	Must be set to 0
<code>fCtlProcNotPtr</code>	bit 12	Must be set to 1
<code>fCtlTellAboutSize</code>	bit 11	Must be set to 0
<code>fCtlIsMultiPart</code>	bit 10	Must be set to 1
Reserved	bits 4–9	Must be set to 0
Color table reference	bits 2–3	Defines type of reference in <code>colorTableRef</code> (the color table for a List control is described in Chapter 11, "List Manager," in Volume 1 of the <i>Toolbox Reference</i> ) 00 - color table reference is pointer 01 - color table reference is handle 10 - color table reference is resource ID 11 - invalid value
List reference	bits 0–1	Defines type of reference in <code>listRef</code> (the format for a list member record is described in Chapter 11, "List Manager," in Volume 1 of the <i>Toolbox Reference</i> ) 00 - list reference is pointer 01 - list reference is handle 10 - list reference is resource ID 11 - invalid value

<code>listType</code>	Valid values for <code>listType</code> are as follows:	
Reserved	bits 3–15	Must be set to 0.
<code>fListScrollBar</code>	bit 2	Allows you to control where the scroll bar for the list is drawn: 1 - Scroll bar drawn on inside of boundary rectangle. The List Manager calculates space needed, adjusts dimensions of boundary rectangle, and resets this flag. 0 - Scroll bar drawn on outside of boundary rectangle.
<code>fListSelect</code>	bit 1	Controls type of selection options available to the user: 1 - Only single selection allowed 0 - Arbitrary and range selection allowed
<code>fListString</code>	bit 0	Defines the type of strings used to define list items: 1 - C-strings (\$00-terminated) 0 - Pascal strings

For details on the remaining custom fields in this template, see the discussion of “List Controls and List Records” in Chapter 11, “List Manager,” of Volume 1 of the *Toolbox Reference*.

## Picture control template

Figure 28-8 shows the template that defines a picture control. For more information about picture controls, see "Picture control" in this chapter.

■ **Figure 28-8** Control template for picture controls

\$00	pCount	Word—Parameter count for template: 7
\$02	ID	Long—Application-assigned control ID
\$06	rect	Rectangle—Boundary rectangle for control
\$0E	procRef	Long—pictureControl = \$8D000000
\$12	flag	Word—Highlight and control flags for control
\$14	moreFlags	Word—Additional control flags
\$16	refCon	Long—Application-defined value
\$1A	pictureRef	Long—Reference to picture for control

Defined bits for `flag` are

<code>ctlHilite</code>	bits 8–15	Specifies whether the control wants to receive mouse selection events; the values for <code>ctlHilite</code> are as follows: 0 Control is active 255 Control is inactive
<code>ctlInvis</code>	bit 7	1=invisible, 0=visible
Reserved	bits 0–6	Must be set to 0



Defined bits for `moreFlags` are

<code>fCtlTarget</code>	bit 15	Must be set to 0
<code>fCtlCanBeTarget</code>	bit 14	Must be set to 0
<code>fCtlWantsEvents</code>	bit 13	Must be set to 0
<code>fCtlProcNotPtr</code>	bit 12	Must be set to 1
<code>fCtlTellAboutSize</code>	bit 11	Must be set to 0
Reserved	bits 2–10	Must be set to 0
Picture reference	bits 0–1	Define type of picture reference in <code>pictureRef</code> : 00 - invalid value 01 - reference is handle 10 - reference is resource ID 11 - invalid value

## Pop-up control template

Figure 28-9 shows the template that defines a pop-up control. For more information about pop-up controls, see “Pop-up control” in this chapter.

■ **Figure 28-9** Control template for pop-up controls

\$00	pCount	Word—Parameter count for template: 9 or 10
\$02	ID	Long—Application-assigned control ID
\$06	rect	Rectangle—Boundary rectangle for control
\$0E	procRef	Long—popUpControl=\$87000000
\$12	flag	Word—Highlight and control flags for control
\$14	moreFlags	Word—Additional control flags
\$16	refCon	Long—Application-defined value
\$1A	titleWidth	Word—Width in pixels of title string area
\$1C	menuRef	Long—Reference to menu definition
\$20	initialValue	Word—Item ID of initial item
\$22	*colorTableRef	Long—Reference to color table for control (optional)

Defined bits for flag are

<code>ctlHilite</code>	bits 8-15	Specifies whether the control wants to receive mouse selection events; the values for <code>ctlHilite</code> are as follows: 0       Control is active 255     Control is inactive
<code>ctlInvis</code>	bit 7	1=invisible, 0=visible
<code>fType2PopUp</code>	bit 6	Tells the Control Manager whether to create a pop-up menu with white space for scrolling (see Chapter 37, "Menu Manager Update," for details on Type 2 pop-up menus): 1 - Draw pop-up with white space (Type 2) 0 - Draw normal pop-up
<code>fDontHiliteTitle</code>	bit 5	Controls highlighting of the control title: 1 - Do not highlight title when control is popped up 0 - Highlight title
<code>fDontDrawTitle</code>	bit 4	Allows you to prevent the title from being drawn (note that you must supply a title in the menu definition, whether or not it will be displayed); if <code>titlewidth</code> is defined and this bit is set to 1, then the entire menu is offset to the right by <code>titlewidth</code> pixels: 1 - Do not draw the title 0 - Draw the title
<code>fDontDrawResult</code>	bit 3	Allows you to control whether the selection is drawn in the pop-up rectangle: 1 - Do not draw the result in the result area after a selection 0 - Draw the result
<code>fInWindowOnly</code>	bit 2	Controls the extent to which the pop-up menu can grow; this is particularly relevant to Type 2 pop-ups (see Chapter 37, "Menu Manager Update," for details on Type 2 pop-up menus): 1 - Keep the pop-up in the current window 0 - Allow the pop-up to grow to screen size

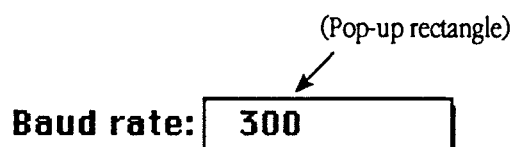
<code>fRightJustifyTitle</code>	bit 1	Controls title justification: 1 - Right justify the title; note that if the title is right justified, then the control rectangle is adjusted to eliminate unneeded pixels (see Figure 28-12), the value for <code>titlewidth</code> is also adjusted 0 - Left justify the title
<code>fRightJustifyResult</code>	bit 0	Controls result justification: 1 - Right justify the selection 0 - Left justify the selection <code>titlewidth</code> pixels from the left of the pop-up rectangle.

Defined bits for `moreFlags` are

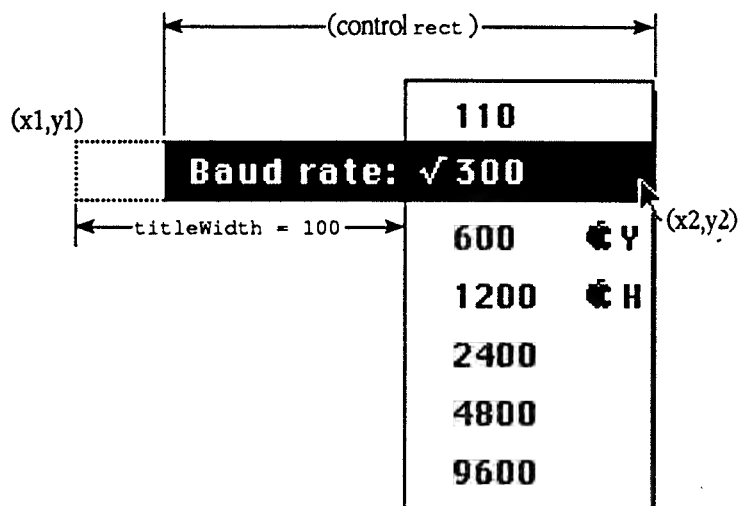
<code>fCtlTarget</code>	bit 15	Must be set to 0
<code>fCtlCanBeTarget</code>	bit 14	Must be set to 0
<code>fCtlWantsEvents</code>	bit 13	Must be set to 1 if the pop-up has any keystroke equivalents defined
<code>fCtlProcNotPtr</code>	bit 12	Must be set to 1
<code>fCtlTellAboutSize</code>	bit 11	Must be set to 0
Reserved	bits 5–10	Must be set to 0
Color table reference	bits 3–4	Defines type of reference in <code>colorTableRef</code> (the color table for a menu is described in Chapter 13, "Menu Manager," in Volume 1 of the <i>Toolbox Reference</i> ) 00 - color table reference is pointer 01 - color table reference is handle 10 - color table reference is resource ID 11 - invalid value
<code>fMenuDefIsText</code>	bit 2	Defines type of data referred to by <code>menuRef</code> : 1 - <code>menuRef</code> is a pointer to a text stream in <code>NewMenu</code> format (see Chapter 13, "Menu Manager," in Volume 1 of the <i>Toolbox Reference</i> for details) 0 - <code>menuRef</code> is a reference to a Menu Template (again, see Chapter 13, "Menu Manager," in Volume 1 of the <i>Toolbox Reference</i> for details on format and content of a Menu Template)

Menu reference	bits 0–1	Defines type of menu reference in <code>menuRef</code> (if <code>fMenuDefIsText</code> is set to 1, then these bits are ignored): 00 - menu reference is pointer 01 - menu reference is handle 10 - menu reference is resource ID 11 - invalid value
<code>rect</code>		Defines the boundary rectangle for the pop-up and its title, before the menu has been “popped” by the user. The Menu Manager will calculate the lower, right coordinates of the rectangle for you, if you specify those coordinates as (0,0).
<code>initialValue</code>		The initial value to be displayed for the menu. The initial value is the default value for the menu, and is displayed in the pop-up rectangle of “unpopped” menus. You specify an item by its ID, that is, its relative position within the array of items for the menu (see Chapter 37, “Menu Manager Update,” for information on the layout and content of the pop-up menu template). If you pass an invalid item ID then no item is displayed in the pop-up rectangle.
<code>titleWidth</code>		Provides you with additional control over placement of the menu on the screen. The <code>titleWidth</code> field defines an offset from the left edge of the control (boundary) rectangle to the left edge of the pop-up rectangle (see Figure 28-11). If you are creating a series of pop-up menus and you want them to be vertically aligned, you can do this by giving all menus the same <code>x1</code> coordinate and <code>titleWidth</code> value. You may use <code>titleWidth</code> for this even if you are not going to display the title ( <code>fDontDrawTitle</code> flag is set to 1 in <code>flag</code> ). If you set <code>titleWidth</code> to 0, then the Menu Manager determines its value based upon the length of the menu title, and the pop-up rectangle immediately follows the title string. If the actual width of your title exceeds the value of <code>titleWidth</code> , results are unpredictable.
<code>menuRef</code>		Reference to menu definition (see Chapter 13, “Menu Manager,” in Volume 1 of the <i>Toolbox Reference</i> and Chapter 37, “Menu Manager Update,” in this book for details on menu templates). The type of reference contained in <code>menuRef</code> is defined by the menu reference bits in <code>moreFlags</code> .

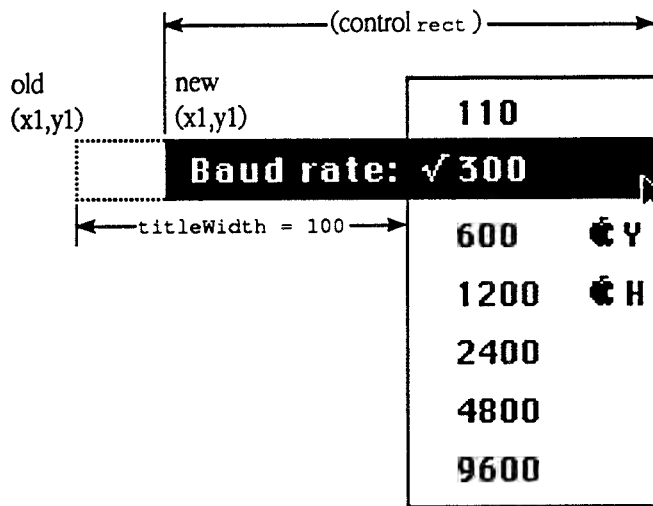
- **Figure 28-10** "Unpopped" pop-up menu



- **Figure 28-11** "Popped" pop-up menu, left-justified title



■ **Figure 28-12** "Popped" pop-up menu, right-justified title



## Radio button control template

Figure 28-13 shows the template that defines a radio button control:

■ **Figure 28-13** Control template for radio button controls

\$00	pCount	Word—Parameter count for template: 8, 9, or 10
\$02	ID	Long—Application-assigned control ID
\$06	rect	Rectangle—Boundary rectangle for control
\$0E	procRef	Long—radioButtonControl = \$84000000
\$12	flag	Word—Highlight and control flags for control
\$14	moreFlags	Word—Additional control flags
\$16	refCon	Long—Application-defined value
\$1A	titleRef	Long—Reference to title for button
\$1E	initialValue	Word—Initial setting: 0 for clear, 1 for set
\$20	*colorTableRef	Long—Reference to color table for control (optional)
\$24	*keyEquivalent	Block, 6 bytes—Keystroke equivalent data (optional)



Defined bits for `flag` are

Reserved	bits 8–15	Must be set to 0
<code>ctlInvis</code>	bit 7	1=invisible, 0=visible
Family number	bits 0–6	Family numbers define associated groups of radio buttons; radio buttons in the same family are logically linked, that is, setting one radio button in a family clears all other buttons in the same family

Defined bits for `moreFlags` are as follows:

<code>fCtlTarget</code>	bit 15	Must be set to 0
<code>fCtlCanBeTarget</code>	bit 14	Must be set to 0
<code>fCtlWantsEvents</code>	bit 13	Set to 1 if button has keystroke equivalent
<code>fCtlProcNotPtr</code>	bit 12	Must be set to 1
<code>fCtlTellAboutSize</code>	bit 11	Must be set to 0
Reserved	bits 4–10	Must be set to 0
Color table reference	bits 2–3	Defines type of reference in <code>colorTableRef</code> (see Chapter 4, “Control Manager,” in Volume 1 of the <i>Toolbox Reference</i> for the definition of the radio button color table) 00 - color table reference is pointer 01 - color table reference is handle 10 - color table reference is resource ID 11 - invalid value
Title reference	bits 0–1	Defines type of title reference in <code>titleRef</code> : 00 - title reference is pointer 01 - title reference is handle 10 - title reference is resource ID 11 - invalid value

`keyEquivalent` Keystroke equivalent information stored at `keyEquivalent` is formatted as shown in Figure 28-2.

## Scroll bar control template

Figure 28-14 shows the template that defines a scroll bar control:

■ **Figure 28-14** Control template for scroll bar controls

\$00	pCount	Word—Parameter count for template: 9 or 10
\$02	id	Long—Application-assigned control ID
\$06	rect	Rectangle—Boundary rectangle for control
\$0E	procRef	Long—scrollControl = \$86000000
\$12	flag	Word—Highlight and control flags for control
\$14	moreFlags	Word—Additional control flags
\$16	refCon	Long—Application-defined value
\$1A	maxSize	Word—Initial size of displayed item
\$1C	viewSize	Word—Amount of item initially visible
\$1E	initialValue	Word—Initial setting
\$20	*colorTableRef	Long—Reference to color table for control (optional)

Defined bits for `flag` are

Reserved	bits 8–15	Must be set to 0
<code>ctlInvis</code>	bit 7	1=invisible, 0=visible
Reserved	bits 5–6	Must be set to 0
<code>horScroll</code>	bit 4	1=horizontal scroll bar, 0=vertical scroll bar
<code>rightFlag</code>	bit 3	1=bar has right arrow, 0=bar has no right arrow
<code>leftFlag</code>	bit 2	1=bar has left arrow, 0=bar has no left arrow
<code>downFlag</code>	bit 1	1=bar has down arrow, 0=bar has no down arrow
<code>upFlag</code>	bit 0	1=bar has up arrow, 0=bar has no up arrow

Note that extraneous flag bits are ignored, based upon state of `horScroll` flag. For example, for vertical scroll bars, `rightFlag` and `leftFlag` are ignored.

Defined bits for `moreFlags` are

<code>fCtlTarget</code>	bit 15	Must be set to 0
<code>fCtlCanBeTarget</code>	bit 14	Must be set to 0
<code>fCtlWantsEvents</code>	bit 13	Must be set to 0
<code>fCtlProcNotPtr</code>	bit 12	Must be set to 1
<code>fCtlTellAboutSize</code>	bit 11	Must be set to 0
Reserved	bits 4–10	Must be set to 0
Color table reference	bits 2–3	Defines type of reference in <i>colorTableRef</i> (see Chapter 4, "Control Manager," in Volume 1 of the <i>Toolbox Reference</i> and "Clarifications" earlier in this chapter for the definition of the scroll bar color table) 00 - color table reference is pointer 01 - color table reference is handle 10 - color table reference is resource ID 11 - invalid value
Reserved	bits 0–1	Must be set to 0

## Size box control template

Figure 28-15 shows the template that defines a size box control:

■ **Figure 28-15** Control template for size box controls

\$00	pCount	Word—Parameter count for template: 6 or 7
\$02	ID	Long—Application-assigned control ID
\$06	rect	Rectangle—Boundary rectangle for control
\$0E	procRef	Long—growControl=\$88000000
\$12	flag	Word—Highlight and control flags for control
\$14	moreFlags	Word—Additional control flags
\$16	refCon	Long—Application-defined value
\$20	*colorTableRef	Long—Reference to color table for control (optional)

Defined bits for `flag` are

Reserved	bits 8–15	Must be set to 0
ctlInvis	bit 7	1=invisible, 0=visible
Reserved	bits 1–6	Must be set to 0
fCallWindowMgr	bit 0	1=call GrowWindow and SizeWindow to track this control 0=just highlight control

Defined bits for `moreFlags` are

<code>fCtlTarget</code>	bit 15	Must be set to 0
<code>fCtlCanBeTarget</code>	bit 14	Must be set to 0
<code>fCtlWantsEvents</code>	bit 13	Must be set to 0
<code>fCtlProcNotPtr</code>	bit 12	Must be set to 1
<code>fCtlTellAboutSize</code>	bit 11	Must be set to 0
Reserved	bits 4–10	Must be set to 0
Color table reference	bits 2–3	Defines type of reference in <code>colorTableRef</code> (see “Error Corrections” earlier in this chapter for the definition of the size box color table) 00 - color table reference is pointer 01 - color table reference is handle 10 - color table reference is resource ID 11 - invalid value
Reserved	bits 0–1	Must be set to 0

## Static text control template

Figure 28-16 shows the template that defines a static text control. For more information about static text controls, see “Static text control” in this chapter.

■ **Figure 28-16** Control template for static text controls

\$00	pCount	Word—Parameter count for template: 7, 8, or 9
\$02	ID	Long—Application-assigned control ID
\$06	rect	Rectangle—Boundary rectangle for control
\$0E	procRef	Long—statTextControl = \$81000000
\$12	flag	Word—Highlight and control flags for control
\$14	moreFlags	Word—Additional control flags
\$16	refCon	Long—Application-defined value
\$1A	textRef	Long—Reference to text for control
\$1E	*textSize	Word—Text size field (optional)
\$20	*just	Word—Initial justification for text (optional)

Defined bits for `flag` are

Reserved	bits 8-15	Must be set to 0
ctlInvis	bit 7	1=invisible, 0=visible
Reserved	bits 2-6	Must be set to 0
fSubstituteText	bit 1	0=no text substitution to perform 1=there is text substitution to perform
fSubTextType	bit 0	0=C strings 1=Pascal strings

Defined bits for `moreFlags` are

<code>fCtlTarget</code>	bit 15	Must be set to 0
<code>fCtlCanBeTarget</code>	bit 14	Must be set to 0
<code>fCtlWantsEvents</code>	bit 13	Must be set to 0
<code>fCtlProcNotPtr</code>	bit 12	Must be set to 1
<code>fCtlTellAboutSize</code>	bit 11	Must be set to 0
Reserved	bits 2–10	Must be set to 0
Text Reference	bits 0–1	Defines type of text reference in <code>textRef</code> : 00 - text reference is pointer 01 - text reference is handle 10 - text reference is resource ID 11 - invalid value

`textSize`      The size of the referenced text in characters, but only if the text reference in `textRef` is a pointer. If the text reference is either a handle or a resource ID, then the Control Manager can extract the length from the handle.

`just`            The justification word is passed on to `LETextBox2` (see Chapter 10, "LineEdit Tool Set," in Volume 1 of the *Toolbox Reference* for details on the `LETextBox2` tool call), and is used to set the initial justification for the text being drawn. Valid values for `just` are

<code>leftJustify</code>	0	Text is left justified in the display window
<code>centerJustify</code>	1	Text is centered in the display window
<code>rightJustify</code>	-1	Text is right justified in the display window
<code>fullJustify</code>	2	Text is fully justified (both left and right) in the display window

Static text controls do not support color tables. In order to display text of different color, you must embed the appropriate commands into the text string you are displaying. See the discussion of `LETextBox2` in Chapter 10, "LineEdit Tool Set," in Volume 1 of the *Toolbox Reference* for details on command format and syntax.

## TextEdit control template

Figure 28-17 shows the template that defines a TextEdit control. For more information about TextEdit controls, see “TextEdit control” in this chapter.

■ **Figure 28-17** Control template for TextEdit controls

\$00	pCount	Word—Parameter count for template: 7 to 23
\$02	ID	Long—Application-assigned control ID
\$06	rect	Rectangle—Boundary rectangle for control
\$0E	procRef	Long—editTextControl=\$85000000
\$12	flag	Word—Highlight and control flags for control
\$14	moreFlags	Word—Additional control flags
\$16	refCon	Long—Application-defined value
\$1A	textFlags	Long—Specific TextEdit control flags (see below)
\$1E	*indentRect	Rectangle—Defines text indentation from control rect (optional)
\$26	*vertBar	Long—Handle to vertical scroll bar for control (optional)
\$2A	*vertAmount	Word—Vertical scroll amount, in pixels (optional)
\$2C	*horzBar	Long—Reserved; must be set to NIL (optional)
\$30	*horzAmount	Word—Reserved; must be set to 0 (optional)
	continued	



	continued	
\$32	*styleRef	Long—Reference to initial style information for text (optional)
\$36	*textDescriptor	Word—Defines format of initial text and textRef (optional)
\$38	*textRef	Long—Reference to initial text for edit window (optional)
\$3C	*textLength	Long—Length of initial text (optional)
\$40	*maxChars	Long—Maximum number of characters allowed (optional)
\$44	*maxLines	Long—Reserved; must be set to 0 (optional)
\$48	*maxCharsPerLines	Word—Reserved; must be set to 0 (optional)
\$4A	*maxHeight	Word—Reserved; must be set to 0 (optional)
\$4C	*colorRef	Long—Reference to TextEdit color table (optional)
\$50	*drawMode	Word—QuickDraw II text mode for edit window (optional)
\$52	*filterProcPtr	Long—Pointer to filter routine for this control (optional)

Defined bits for flag are

Reserved	bits 8–15	Must be set to 0
ctlInvis	bit 7	1=invisible, 0=visible
Reserved	bits 0–6	Must be set to 0

Defined bits for `moreFlags` are

<code>fCtlTarget</code>	bit 15	Must be set to 0
<code>fCtlCanBeTarget</code>	bit 14	Must be set to 1
<code>fCtlWantsEvents</code>	bit 13	Must be set to 1
<code>fCtlProcNotPtr</code>	bit 12	Must be set to 1
<code>fTellAboutSize</code>	bit 11	If set to 1, a size box will be created in the lower-right corner of the window. Whenever the control window is resized, the edit text will be resized and redrawn.
<code>fCtlIsMultiPart</code>	bit 10	Must be set to 1
Reserved	bits 4–9	Must be set to 0
Color table reference	bits 2–3	Defines type of reference in <code>colorRef</code> ; the color table for a <code>TextEdit</code> control ( <code>TEColorTable</code> ) is described in Chapter 49, “TextEdit,” in this book: 00 - color table reference is pointer 01 - color table reference is handle 10 - color table reference is resource ID 11 - invalid value
Style reference	bits 0–1	Defines type of style reference in <code>styleRef</code> ; the format for a <code>TextEdit</code> style descriptor is described in Chapter 49, “TextEdit,” in this book: 00 - style reference is pointer 01 - style reference is handle 10 - style reference is resource ID 11 - invalid value

△ **Important** Do not set `fTellAboutSize` to 1 unless the control also has a vertical scroll bar. △

Valid values for `textFlags` are

<code>fNotControl</code>	bit 31	Must be set to 0
<code>fSingleFormat</code>	bit 30	Must be set to 1
<code>fSingleStyle</code>	bit 29	Allows you to restrict the style options available to the user: 1 - Allow only one style in the text 0 - Do not restrict the number of styles in the text

<code>fNoWordWrap</code>	bit 28	Allows you to control <code>TextEdit</code> word wrap behavior: 1 - Do not word wrap the text; only break lines on CR (\$0D) characters 0 - Perform word wrap to fit the ruler
<code>fNoScroll</code>	bit 27	Controls user access to scrolling: 1 - Do not allow either manual or auto-scrolling 0 - Scrolling permitted
<code>fReadOnly</code>	bit 26	Restricts the text in the window to read-only operations (copying from the window will still be allowed): 1 - No editing allowed 0 - Editing permitted
<code>fSmartCutPaste</code>	bit 25	Controls <code>TextEdit</code> support for smart cut and paste (see Chapter 49, "TextEdit," for details on smart cut and paste support): 1 - Use smart cut and paste 0 - Do not use smart cut and paste
<code>fTabSwitch</code>	bit 24	Defines behavior of the Tab key (see Chapter 49, "TextEdit," for details): 1 - Tab to next control in the window 0 - Tab inserted in <code>TextEdit</code> document
<code>fDrawBounds</code>	bit 23	Tells <code>TextEdit</code> whether to draw a box around the edit window, just inside <code>rect</code> ; the pen for this box is two pixels wide and one pixel high 1 - Draw rectangle 0 - Do not draw rectangle
<code>fColorHilight</code>	bit 22	Must be set to 0.
<code>fGrowRuler</code>	bit 21	Tells <code>TextEdit</code> whether to resize the ruler in response to the user resizing the edit window; if set to 1, <code>TextEdit</code> will automatically adjust the right margin value for the ruler: 1 - Resize the ruler 0 - Do not resize the ruler
<code>fDisableSelection</code>	bit 20	Controls whether user can select text: 1 - User cannot select text 0 - User can select text

<code>fDrawInactiveSelection</code>	bit 19	Controls how inactive selected text is displayed: 1 - <code>TextEdit</code> draws a box around inactive selections 0 - <code>TextEdit</code> does not display inactive selections
Reserved	bits 0–18	Must be set to 0
<code>indentRect</code>		Each coordinate of this rectangle specifies the amount of white space to leave between the boundary rectangle for the control and the text itself, in pixels. Default values are (2,6,2,4) in 640 mode and (2,4,2,2) in 320 mode. Each indentation coordinate may be specified individually. In order to assert the default for any coordinate, specify its value as \$FFFF.
<code>vertBar</code>		Handle of the vertical scroll bar to use for the <code>TextEdit</code> window. If you do not want a scroll bar at all, then set this field to NIL. If you want <code>TextEdit</code> to create a scroll bar for you, just inside the right edge of the boundary rectangle for the control, then set this field to \$FFFFFFFF.
<code>vertAmount</code>		Specifies the number of pixels to scroll whenever the user presses the up or down arrow on the vertical scroll bar. In order to use the default value (9 pixels), set this field to \$0000.
<code>horzBar</code>		Must be set to NIL.
<code>horzAmount</code>		Must be set to 0.
<code>styleRef</code>		Reference to initial style information for the text. See the description of the <code>TEFormat</code> record in Chapter 49, “TextEdit,” for information about the format and content of a style descriptor. Bits 1 and 0 of <code>moreFlags</code> define the type of reference (pointer, handle, resource ID). To use the default style and ruler information, set this field to NULL.
<code>textDescriptor</code>		Input text descriptor that defines the reference type for the initial text (which is in <code>textRef</code> ) and the format of that text. See Chapter 49, “TextEdit,” for detailed information on text and reference formats.
<code>textRef</code>		Reference to initial text for the edit window. If you are not supplying any initial text, then set this field to NULL.

**textLength** If **textRef** is a pointer to the initial text, then this field must contain the length of the initial text. For other reference types, **TextEdit** extracts the length from the reference itself.

◆ *Note:* You must specify or omit the **textDescriptor**, **textRef**, and **textLength** fields as a group.

**maxChars** Maximum number of characters allowed in the text. If you do not want to define any limit to the number of characters, then set this field to **NULL**.

**maxLines** Must be set to 0.

**maxCharsPerLines**  
Must be set to **NULL**.

**maxHeight** Must be set to 0.

**colorRef** Reference to the color table for the text. This is a Text Edit color table (see Chapter 49, "TextEdit," for format and content of **TEColorTable**). Bits 2 and 3 of **moreFlags** define the type of reference stored here.

**drawMode** This is the text mode used by QuickDraw II for drawing text. See Chapter 16, "QuickDraw II," in Volume 2 of the *Toolbox Reference* for details on valid text modes.

**filterProcPtr** Pointer to a filter routine for the control. See Chapter 49, "TextEdit," for details on TextEdit generic filter routines. If you do not want to use a filter routine for the control, set this field to **NIL**.

---

## Control Manager code example

This section contains an example of how to create a list of controls for a window with a single `NewControl2` call. If you wish to try this in your own program, you will need to create a window that is 160 lines high and 600 pixels wide.

```
; Equates for the new control manager features
; ctlMoreFlags
;
fCtlTarget          equ $8000
fCtlCanBeTarget     equ $4000
fCtlWantEvents      equ $2000
fCtlProcRefNotPtr   equ $1000
fCtlTellAboutSize   equ $0800
titleIsPtr          equ $0000
titleIsHandle       equ $0001
titleIsResource     equ $0002
colorTableIsPtr     equ $0000
colorTableIsHandle  equ $0004
colorTableIsResource equ $0008
;
; NewControl2 ProcRef values for standard control types
;
simpleButtonControl  equ $80000000
checkControl        equ $82000000
radioControl        equ $84000000
scrollBarControl    equ $86000000
growControl         equ $88000000
statTextControl     equ $81000000
editLineControl     equ $83000000
editTextControl     equ $85000000
popUpControl        equ $87000000
listControl         equ $89000000
iconButtonControl   equ $07FF0001
pictureControl      equ $8D000000
```

```

;
; Here is the definition of my control list, note it is simply a list
; of pointers. These do not have to be in any special order. This list
; should always be terminated with a zero.
;
MyControls  dc.L theButton,theScroll,theCheck
            dc.L Radiol,Radio2,StatControl
            dc.L LEditControl,PopUp,IconButton,0

; Scroll bar color table as defined by the original control manager.
; The structure of these tables has not changed for the existing
; control types.
;
MyColorTable
            dc.W 0                ; outline color
            dc.W $00F0            ; arrow unhilited black on
                                   ; white
            dc.W $0005            ; arrow hilite blue on black
            dc.W $00F0            ; arrow Background color
            dc.W $00F0            ; Thumb unhilited
            dc.W $0000            ; Thumb hilited
            dc.W $0030            ; Page region solid
                                   ; black/white
            dc.W $00F0            ; Inactive bar color

;
; Definition of a simple vertical scroll bar
;
theScroll  dc.W 10                ; number of parms
            dc.L 1                ; application ID
            dc.W 10,10,110,36     ; rectangle
            dc.L scrollBarControl  ; scrollbar def proc
            dc.W 3                ; vertical scroll bar w/
                                   ; arrows
            dc.W fCtlProcRefNotPtr ; set procnotptr flag
            dc.L 0                ; refcon
            dc.W 100              ; max size
            dc.W 10               ; size of view
            dc.W 5                ; initial value
            dc.L MyColorTable     ; color table to use

```

```

;
; Definition of a simple button
;
SimpTitle    str 'Button'
theButton    dc.W 7                ; num params
             dc.L 2                ; app ID
             dc.W 10,40,0,0        ; a 25x30 button
             dc.L simpleButtonControl ; simple button
             dc.W 0                ; visible, round corner
             dc.W fCtlProcRefNotPtr+fCtlWantEvents
             dc.L 0
             dc.L simpTitle        ; button Title
;
; Definition of a check box control
;
CheckTitle   str 'CheckBox'
theCheck     dc.W 8                ; num params
             dc.L 3                ; app ID
             dc.W 25,40,0,0        ; bounding rect
             dc.L checkControl      ; control type
             dc.W 0                ; flags
             dc.W fCtlProcRefNotPtr ; MoreFlags
             dc.L 0                ; RefCon
             dc.L CheckTitle        ; TitlePointer
             dc.W 0
;
; Definition of a radio button control
;
RadiolTitle  str 'Radiol'
Radiol       dc.W 8                ; num params
             dc.L 4                ; app ID
             dc.W 45,40,0,0        ; bounding rect
             dc.L radioControl      ; control type
             dc.W 1                ; flags
             dc.W fCtlProcRefNotPtr
             dc.L 0                ; RefCon
             dc.L RadiolTitle
             dc.W 1

```



```
;
; Definition of another radio button control
;
Radio2Title str 'Radio2'
Radio2      dc.W 8
            dc.L 5
            dc.W 65,40,0,0
            dc.L radioControl
            dc.W 1
            dc.W fCtlProcRefNotPtr
            dc.L 0
            dc.L Radio2Title
            dc.W 0

;
; Definition of a static text control
;
StatTitle   dc.B 'This is Stat Text'
StatControl dc.W 8
            dc.L 6
            dc.W 120,10,135,210
            dc.L statTextControl
            dc.W 0
            dc.W fCtlProcRefNotPtr
            dc.L 0
            dc.L StatTitle
            dc.W 17

;
; Definition of an edit line control
;
EditDefault str 'DefaultText'
LEditControl
            dc.W 8
            dc.L 7
            dc.W 120,240,135,440
            dc.L editLineControl
            dc.W 0
            dc.W fCtlProcRefNotPtr
            dc.L 0
            dc.W 30
            dc.L EditDefault
```

```

;
; Definition of a pop up menu control (and its menu)
;
PopUpMenu    dc.B '$$PopUpMenu:\N6',$00
              dc.B '--Selection 1\N259',$00
              dc.B '--Selection 2\N260',$00
              dc.B '--Selection 3\N261',$00
              dc.B '--Selection 4\N262',$00
              dc.b '.'

;
PopUp        dc.W 9
              dc.L 8
              dc.W 25,140,40,380
              dc.L popUpControl
              dc.W 0
              dc.W fCtlProcRefNotPtr+fMenuDefIsText
              dc.L 0
              dc.W 100
              dc.L PopUpMenu
              dc.W 259                      ; initial value

;
; Definition of an icon button control
;
IconButtonTitle
              str 'Icon Button'

Icon         dc.w 0                          ;black and white icon
              dc.w 200
              dc.w 10                        ;icon height in pixels
              dc.w 40                        ;icon width in pixels

```

```
;
; Data for icon goes here (omitted)
;
```

#### IconButton

```
dc.w 10                ; pCount
ds.l 1                ; ID
dc.w 40,40,80,100     ; button rectangle
dc.l iconButtonControl ; defproc
dc.w 0                ; single outline,
                    ; round-cornered
dc.w FctlProcRefNotPtr ; get defproc from
                    ; resource

dc.l 0
dc.l Icon              ; pointer to icon
dc.l IconButtonTitle  ; pointer to p-string
                    ; title
dc.l MyColorTable      ; pointer to color table
dc.w 0                ; standard drawing of icon
```

To create the above new controls in a window use the NewControl2 call:

```
pha                ; room for result
pha
PushLong WindPointer ; Pointer to Owner window
PushWord #ptrToPtr   ; Input verb for ptr to table
PushLong #MyControls ; pointer to table of templates
_NewControl2
pla                ; discard these bytes, only verb
pla                ; for single ctl returns a value
```

---

## New control records

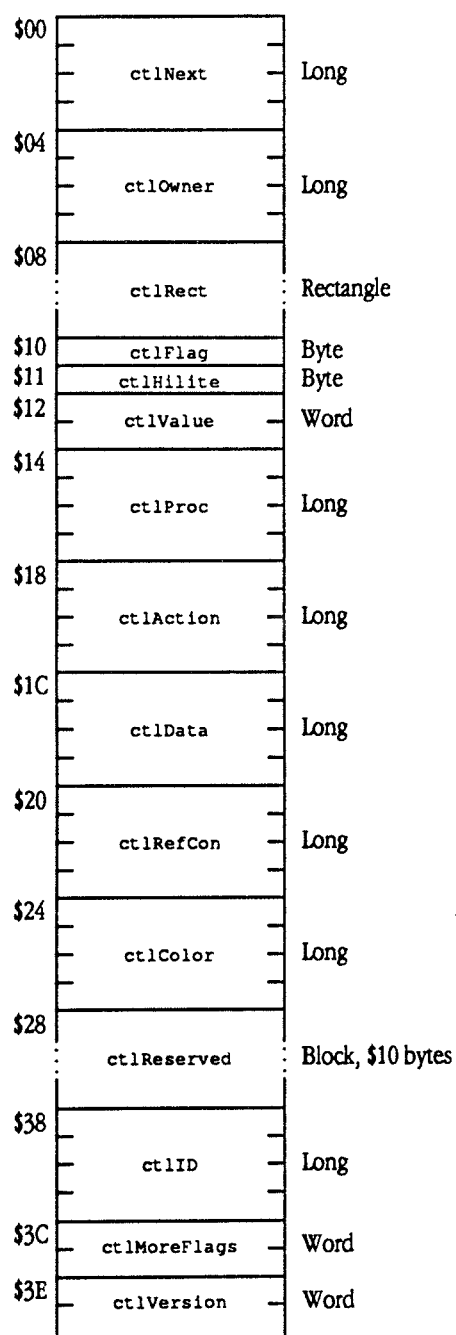
The `NewControl2` tool call creates extended control records (as discussed earlier in this chapter in “New and changed controls”). This section describes the format and content of the control records created by `NewControl2`.

▲ **Warning** All control record layouts and field descriptions are provided so that programs may read these records for needed information. Your program should *never* set values into control records.▲

### Generic extended control record

Currently, the Control Manager's standard, or generic, control record is 28 bytes long (see Chapter 4, “Control Manager,” in Volume 1 of the *Toolbox Reference* for information about existing control records). To support the new controls (those created with `NewControl2`), the generic control record has several new fields. The layout of the new generic control record follows.

■ **Figure 28-18** Generic extended control record



<code>ctlNext</code>	A handle to the next control associated with this control's window. All the controls belonging to a given window are kept in a linked list, beginning in the <code>wControl</code> field of the window record and chained together through the <code>ctlNext</code> fields of the individual control records. The end of the list is marked by a zero value; as new controls are created, they're added to the beginning of the list.						
<code>ctlOwner</code>	A pointer to the window port to which the control belongs.						
<code>ctlRect</code>	The rectangle that defines the control's position and size in the local coordinates of the control's window.						
<code>ctlFlag</code>	A bit flag that further describes the control. The appropriate values are shown for each control in the sections that follow.						
<code>ctlHilite</code>	<p>Specifies whether and how the control is to be highlighted and indicates whether the control is active or inactive. This field also specifies whether the control wants to receive selection events. The values for <code>ctlHilite</code> are as follows:</p> <table> <tr> <td>0</td><td>Control active; no highlighted parts—this value will cause events to be generated when the mouse button is pressed in the control</td></tr> <tr> <td>1–254</td><td>Part code of a highlighted part of the control</td></tr> <tr> <td>255</td><td>Control inactive—this value indicates that no events are to be generated when the mouse button is pressed in the control</td></tr> </table> <p>Only one part of a control can be highlighted at any one time, and no part can be highlighted on an inactive control. See Chapter 4, "Control Manager," in Volume 1 of the <i>Toolbox Reference</i> for more information on highlighting.</p>	0	Control active; no highlighted parts—this value will cause events to be generated when the mouse button is pressed in the control	1–254	Part code of a highlighted part of the control	255	Control inactive—this value indicates that no events are to be generated when the mouse button is pressed in the control
0	Control active; no highlighted parts—this value will cause events to be generated when the mouse button is pressed in the control						
1–254	Part code of a highlighted part of the control						
255	Control inactive—this value indicates that no events are to be generated when the mouse button is pressed in the control						
<code>ctlValue</code>	The control's current setting. For check boxes and radio buttons, zero means the control is off, and a nonzero value means it's on. For scroll bars, the value is between 0 and the data size minus the view size. The field is also available for custom controls to use as appropriate.						

**ctlProc** For standard controls, this field indicates the control type, identified by its ID. For custom controls, this field contains a pointer to the control definition procedure (defProc) for this type of control.

For controls created with `NewControl`, valid ID values are:

<code>simpleProc</code>	\$00000000	Simple button
<code>checkProc</code>	\$02000000	Check box
<code>radioProc</code>	\$04000000	Radio button
<code>scrollProc</code>	\$06000000	Scroll bar
<code>growProc</code>	\$08000000	Size box

For controls created with `NewControl2`, the `fCtlProcRefNotPtr` flag in `ctlMoreFlags` allows the Control Manager to discriminate between pointers and IDs. Valid ID values (used with `fCtlProcRefNotPtr` set to 1) are:

<code>simpleButtonControl</code>	\$80000000	Simple button
<code>checkControl</code>	\$82000000	Check box
<code>iconButtonControl</code>	\$07FF0001	Icon button
<code>editLineControl</code>	\$83000000	LineEdit
<code>listControl</code>	\$89000000	List
<code>pictureControl</code>	\$8D000000	Picture
<code>popUpControl</code>	\$87000000	Pop-up
<code>radioControl</code>	\$84000000	Radio control
<code>scrollBarControl</code>	\$86000000	Scroll bar
<code>growControl</code>	\$88000000	Size box
<code>statTextControl</code>	\$81000000	Static text
<code>editTextControl</code>	\$85000000	TextEdit

**ctlAction** Pointer to the control's custom action procedure, if any. `TrackControl` may call the custom action procedure to respond to the user dragging the mouse inside the control. See Chapter 4, "Control Manager," in Volume 1 of the *Toolbox Reference* for more information about `TrackControl`.

**ctlData** Reserved for use by the control definition procedure, typically to hold additional information for a particular control type. For example, the standard definition procedure for scroll bars uses the low-order word as the view size and the high-order word as the data size. The standard definition procedures for simple buttons, check boxes, and radio buttons store the address of the control's title.

**ctlRefCon** This field is reserved for application use.

<code>ctlColor</code>	This field contains a reference to the color table to use when drawing the control. If the field is set to NIL, the Control Manager uses a default color table defined by the control's definition procedure. Otherwise, <code>ctlColor</code> contains a pointer, handle, or resource ID for the color table to use. Bits 2 and 3 of <code>ctlMoreFlags</code> usually allow the Control Manager to discriminate between these different data types.
<code>ctlReserved</code>	This space is reserved for use by the control definition procedure. In some cases, the use is prescribed by the system. For example, keyboard equivalent information is stored here for controls that support keyboard equivalents.
<code>ctlID</code>	This field may be used by the application to provide a straightforward mechanism for keeping track of controls. The control ID is a value assigned by your application with the <code>ID</code> field of the control template used to create the control. Your application can use the ID, which has a known value, to identify a particular control.
<code>ctlMoreFlags</code>	<p>This field contains bit flags that provide additional control information needed for new-style controls (those created with <code>NewControl2</code>). You can use the <code>GetCtlMoreFlags</code> Control Manager call to read the value of this field from a specified control record. Use the <code>SetCtlMoreFlags</code> call to change the value.</p> <p>The high-order byte is used by the Control Manager to store its own control information. The low-order byte is used by the control definition procedure to define reference types.</p>

The defined Control Manager flags are:

<code>fCtlTarget</code>	\$8000	If set to 1, this control is currently the target of any typing or editing commands.
<code>fCtlCanBeTarget</code>	\$4000	If set to 1 then this control can be made the target control.
<code>fCtlWantEvents</code>	\$2000	If set to 1 then this control can be called when events are passed via the <code>SendEventToCtl</code> Control Manager call. Note that, if the <code>fCtlCanBeTarget</code> flag is set to 1, this control will receive events sent to it regardless of setting of this flag.



<code>fCtlProcRefNotPtr</code>	\$1000	If set to 1, then Control Manager expects <code>ctlProc</code> to contain the ID of a standard control procedure. If set to 0, then <code>ctlProc</code> contains a pointer to the custom control procedure.
<code>fCtlTellAboutSize</code>	\$0800	If set to 1, then this control needs to be notified when the size of the owning window has changed. This flag allows custom control procedures to resize their associated control images in response to changes in window size.
<code>fCtlIsMultiPart</code>	\$0400	If set to 1, then this is a multipart control. This flag allows control definition procedures to manage multi-part controls (necessary since the Control Manager does not know about all the parts of a multi-part control).

The low-order byte uses the following convention to describe references to color tables and titles (note, though, that some control templates do not follow this convention):

<code>titleIsPtr</code>	\$00	Title reference is by pointer
<code>titleIsHandle</code>	\$01	Title reference is by handle
<code>titleIsResource</code>	\$02	Title reference is by resource ID
<code>colorTableIsPtr</code>	\$00	Color table reference is by pointer
<code>colorTableIsHandle</code>	\$04	Color table reference is by handle
<code>colorTableIsResource</code>	\$08	Color table reference is by resource ID
<code>ctlVersion</code>	This field is reserved for future use by the Control Manager to distinguish between different versions of control records.	

### **Extended simple button control record**

Figure 28-19 shows the format of the extended control record for simple button controls.

■ **Figure 28-19** Extended simple button control record

\$00	ctlNext	Long—Handle to next control; NIL for last control
\$04	ctlOwner	Long—Pointer to window to which control belongs
\$08	ctlRect	Rectangle—Defines button's boundary rectangle
\$10	ctlFlag	Byte—Defines button style
\$11	ctlHilite	Byte—Current type of highlighting
\$12	ctlValue	Word—Not used; set to 0
\$14	ctlProc	Long—simpleButtonControl=\$80000000
\$18	ctlAction	Long—Pointer to custom procedure; NIL if none
\$1C	ctlData	Long—Reference to button title string
\$20	ctlRefCon	Long—Reserved for application use
\$24	ctlColor	Long—Optional color table reference; NIL if none
\$28	keyEquiv	Block, \$06 Bytes—Key equivalent record
\$2E	ctlReserved	Block, \$0A bytes—Reserved
\$38	ctlID	Long—Application-assigned ID
\$3C	ctlMoreFlags	Word—Additional control flags
\$3E	ctlVersion	Word—Set to 0

Valid values for `ctlFlag` are

<code>ctlInvis</code>	bit 7	1=invisible, 0=visible
Reserved	bits 2–6	Must be set to 0
Button type	bits 0–1	Describes button type: 0 = single-outlined round-cornered button 1 = bold-outlined round-cornered button 2 = single-outlined square-cornered button 3 = single-outlined square-cornered drop-shadowed button

Valid values for `ctlMoreFlags` are

<code>fCtlTarget</code>	bit 15	Must be set to 0
<code>fCtlCanBeTarget</code>	bit 14	Must be set to 0
<code>fCtlWantsEvents</code>	bit 13	Set to 1 if button has keystroke equivalent
<code>fCtlProcNotPtr</code>	bit 12	Must be set to 1
<code>fCtlTellAboutSize</code>	bit 11	Must be set to 0
Reserved	bits 4–10	Must be set to 0
Color table reference	bits 2–3	Defines type of reference in <code>ctlColor</code> (if it is not NIL). See Chapter 4, “Control Manager,” in Volume 1 of the <i>Toolbox Reference</i> for the definition of the simple button color table. 00 - color table reference is pointer 01 - color table reference is handle 10 - color table reference is resource ID 11 - invalid value
Title reference	bits 0–1	Defines type of title reference in <code>ctlData</code> : 00 - title reference is pointer 01 - title reference is handle 10 - title reference is resource ID 11 - invalid value

`keyEquiv`      Keystroke equivalent information stored at `keyEquiv` is formatted as shown in Figure 28-2.

### **Extended check box control record**

Figure 28-20 shows the format of the extended control record for check box controls.

■ **Figure 28-20** Extended check box control record

\$00	ctlNext	Long—Handle to next control; NIL for last control
\$04	ctlOwner	Long—Pointer to window to which control belongs
\$08	ctlRect	Rectangle—Defines check box's boundary rectangle
\$10	ctlFlag	Byte—Defines check box visibility
\$11	ctlHilite	Byte—Current type of highlighting
\$12	ctlValue	Word—0 if not checked; 1 if checked
\$14	ctlProc	Long—checkControl=\$82000000
\$18	ctlAction	Long—Pointer to custom procedure; NIL if none
\$1C	ctlData	Long—Reference to check box title string
\$20	ctlRefCon	Long—Reserved for application use
\$24	ctlColor	Long—Optional color table reference; NIL if none
\$28	keyEquiv	Block, \$06 Bytes—Key equivalent record
\$2E	ctlReserved	Block, \$0A bytes—Reserved
\$38	ctlID	Long—Application-assigned ID
\$3C	ctlMoreFlags	Word—Additional control flags
\$3E	ctlVersion	Word—Set to 0

Valid values for `ctlFlag` are

<code>ctlInvis</code>	bit 7	1=invisible, 0=visible
Reserved	bits 0-6	Must be set to 0

Valid values for `ctlMoreFlags` are

<code>fCtlTarget</code>	bit 15	Must be set to 0
<code>fCtlCanBeTarget</code>	bit 14	Must be set to 0
<code>fCtlWantsEvents</code>	bit 13	Set to 1 if check box has keystroke equivalent
<code>fCtlProcNotPtr</code>	bit 12	Must be set to 1
<code>fCtlTellAboutSize</code>	bit 11	Must be set to 0
Reserved	bits 4-10	Must be set to 0
Color table reference	bits 2-3	Defines type of reference in <code>ctlColor</code> (if it is not NIL). See Chapter 4, "Control Manager," in Volume 1 of the <i>Toolbox Reference</i> for the definition of the check box color table. 00 - color table reference is pointer 01 - color table reference is handle 10 - color table reference is resource ID 11 - invalid value
Title reference	bits 0-1	Defines type of title reference in <code>ctlData</code> : 00 - title reference is pointer 01 - title reference is handle 10 - title reference is resource ID 11 - invalid value
<code>keyEquiv</code>	Keystroke equivalent information stored at <code>keyEquiv</code> is formatted as shown in Figure 28-2.	

## Icon button control record

Figure 28-21 shows the format of the control record for icon button controls.

■ **Figure 28-21** Icon button control record

\$00	ctlNext	Long—Handle to next control; NIL for last control
\$04	ctlOwner	Long—Pointer to window to which control belongs
\$08	ctlRect	Rectangle—Defines icon boundary rectangle
\$10	ctlFlag	Byte—Defines control visibility and button style
\$11	ctlHilite	Byte—Controls highlighting
\$12	ctlValue	Word—Not used; set to 0
\$14	ctlProc	Long—iconButtonControl=\$07FF0C01
\$18	ctlAction	Long—Pointer to custom procedure; NIL if none
\$1C	ctlData	Long—Optional reference to title string for button
\$20	ctlRefCon	Long—Reserved for application use
\$24	ctlColor	Long—Optional color table reference; NIL if none
\$28	keyEquiv	Block, \$06 bytes—Key equivalent record
	continued	



	continued	
\$2E	ctlReserved	Block, \$0A bytes—Reserved
\$38	ctlID	Long—Application-assigned ID
\$3C	ctlMoreFlags	Word—Additional control flags
\$3E	ctlVersion	Word—Set to 0
\$40	iconRef	Long—Reference to icon
\$44	displayMode	Word—Bit flag defining icon's appearance

Valid values for `ctlFlag` are

<code>ctlInvis</code>	bit 7	1=invisible, 0=visible
Reserved	bits 3–6	Must be set to 0
<code>showBorder</code>	bit 2	1=No border, 0=Show border
<code>buttonType</code>	bits 0–1	Defines button type: 00 - single-outlined round-cornered button 01 - bold-outlined round-cornered button 10 - single-outlined square-cornered button 11 - single-outlined square-cornered and drop-shadowed button

Valid values for `ctlMoreFlags` are

<code>fCtlTarget</code>	bit 15	Must be set to 0
<code>fCtlCanBeTarget</code>	bit 14	Must be set to 0
<code>fCtlWantsEvents</code>	bit 13	Must be set to 0
<code>fCtlProcNotPtr</code>	bit 12	Must be set to 1
<code>fCtlTellAboutSize</code>	bit 11	Must be set to 0
Reserved	bits 6–10	Must be set to 0
Icon reference	bits 4–5	Defines type of icon reference in <code>iconRef</code> : 00 - icon reference is pointer 01 - icon reference is handle 10 - icon reference is resource ID 11 - invalid value
Color table reference	bits 2–3	Defines type of reference in <code>ctlColor</code> (if it is not NIL). The color table for an icon button is the same as that for a simple button. See Chapter 4, "Control Manager," in Volume 1 of the <i>Toolbox Reference</i> for the definition of the simple button color table. 00 - color table reference is pointer 01 - color table reference is handle 10 - color table reference is resource ID 11 - invalid value
Title reference	bits 0–1	Defines type of title reference in <code>ctlData</code> : 00 - title reference is pointer 01 - title reference is handle 10 - title reference is resource ID 11 - invalid value
<code>ctlData</code>	Holds the reference to the title string, which must be a Pascal string.	
<code>displayMode</code>	Passed directly to the <code>DrawIcon</code> routine, and defines the display mode for the icon. The Control Manager sets this field from the <code>displayMode</code> field in the icon button control template used to create the control.	
<code>keyEquiv</code>	Keystroke equivalent information stored at <code>keyEquiv</code> is formatted as shown in Figure 28-2.	

## LineEdit control record

Figure 28-22 shows the format of the control record for LineEdit controls.

■ **Figure 28-22** LineEdit control record

\$00	ctlNext	Long—Handle to next control; NIL for last control
\$04	ctlOwner	Long—Pointer to window to which control belongs
\$08	ctlRect	Rectangle—Defines control boundary rectangle
\$10	ctlFlag	Byte—Defines control visibility
\$11	ctlHilite	Byte—Controls highlighting
\$12	ctlValue	Word—Not used; must be set to 0
\$14	ctlProc	Long—editLineControl=\$83000000
\$18	ctlAction	Long—Pointer to custom procedure; NIL if none
\$1C	ctlData	Long—Handle to LineEdit edit record
\$20	ctlRefCon	Long—Reserved for application use
\$24	ctlColor	Long—Not used; must be set to 0
\$28	ctlReserved	Block, \$10 bytes—Not used; must be set to 0
\$38	ctlID	Long—Application-assigned ID
\$3C	ctlMoreFlags	Word—Additional control flags
\$3E	ctlVersion	Word—Set to 0

Valid values for `ctlFlag` are

<code>ctlInvis</code>	bit 7	1=invisible, 0=visible
Reserved	bits 0–6	Must be set to 0

Valid values for `ctlMoreFlags` are

<code>fCtlTarget</code>	bit 15	Must be set to 0
<code>fCtlCanBeTarget</code>	bit 14	Must be set to 1
<code>fCtlWantsEvents</code>	bit 13	Must be set to 1
<code>fCtlProcNotPtr</code>	bit 12	Must be set to 1
<code>fCtlTellAboutSize</code>	bit 11	Must be set to 0
Reserved	bits 2–10	Must be set to 0
Text reference	bits 0–1	Defines type of text reference in <code>ctlData</code> 00 - text reference is pointer 01 - text reference is handle 10 - text reference is resource ID 11 - invalid value

`ctlData` Control Manager stores the handle to the LineEdit edit record in the `ctlData` field. If you want to issue LineEdit tool calls directly, you can retrieve the handle from that field.

Note that LineEdit controls do not support color tables.

## List control record

Figure 28-23 shows the format of the control record for list controls.

■ **Figure 28-23** List control record

\$00	ctlNext	Long—Handle to next control; NIL for last control
\$04	ctlOwner	Long—Pointer to window to which control belongs
\$08	ctlRect	Rectangle—Defines control boundary rectangle
\$10	ctlFlag	Byte—Defines style of scroll bar for list window
\$11	ctlHilite	Byte—Not used; must be set to 0
\$12	ctlValue	Word—Reserved
\$14	ctlProc	Long—listControl = \$89000000
\$18	ctlAction	Long—Pointer to custom procedure; NIL if none
\$1C	ctlData	Long—High-word is listSize; low-word is viewSize
\$20	ctlRefCon	Long—Reserved for application use
\$24	ctlColor	Long—Reference to the color table for the control
\$28	ctlMemDraw	Long—Pointer to list member drawing routine
\$2C	ctlMemHeight	Word—List member height in pixels
\$2E	ctlMemSize	Word—List member record size in bytes
	continued	

	continued	
\$30	ctlListRef	Long—Reference to list member records
\$34	ctlListBar	Long—Handle of control's scroll bar control
\$38	ctlID	Long—Application-assigned ID
\$3C	ctlMoreFlags	Word—Additional control flags
\$3E	ctlVersion	Word—Set to 0

Valid values for `ctlFlag` are

<code>ctlInvis</code>	bit 7	1=invisible, 0=visible
Reserved	bits 0–6	Must be set to 0

Valid values for `ctlMoreFlags` are

<code>fCtlTarget</code>	bit 15	Must be set to 0
<code>fCtlCanBeTarget</code>	bit 14	Must be set to 0
<code>fCtlWantsEvents</code>	bit 13	Must be set to 0
<code>fCtlProcNotPtr</code>	bit 12	Must be set to 1
<code>fCtlTellAboutSize</code>	bit 11	Must be set to 0
<code>fCtlIsMultiPart</code>	bit 10	Must be set to 1
Reserved	bits 4–9	Must be set to 0
Color table reference	bits 2–3	Defines type of reference in <code>ctlColor</code> (if it is not NIL). The color table for a List control is described in Chapter 11, “List Manager,” in Volume 1 of the <i>Toolbox Reference</i> . 00 - color table reference is pointer 01 - color table reference is handle 10 - color table reference is resource ID 11 - invalid value
List reference	bits 0–1	Defines type of reference in <code>listRef</code> . The format for a list member record is described in Chapter 11, “List Manager,” in Volume 1 of the <i>Toolbox Reference</i> . 00 - list reference is pointer 01 - list reference is handle 10 - list reference is resource ID 11 - invalid value

## Picture control record

Figure 28-24 shows the format of the control record for picture controls.

■ **Figure 28-24** Picture control record

\$00	ctlNext	Long—Handle to next control; NIL for last control
\$04	ctlOwner	Long—Pointer to window to which control belongs
\$08	ctlRect	Rectangle—Defines picture boundary rectangle
\$10	ctlFlag	Byte—Defines picture visibility
\$11	ctlHilite	Byte—Controls event generation for control
\$12	ctlValue	Word—Not used; set to 0
\$14	ctlProc	Long—pictureControl = \$8D000000
\$18	ctlAction	Long—Pointer to custom procedure; NIL if none
\$1C	ctlData	Long—Reference to picture
\$20	ctlRefCon	Long—Reserved for application use
\$24	ctlColor	Long—Not used; must be set to 0
\$28	ctlReserved	Block, \$10 bytes—Not used
\$38	ctlID	Long—Application-assigned ID
\$3C	ctlMoreFlags	Word—Additional control flags
\$3E	ctlVersion	Word—Set to 0



Valid values for `ctlFlag` are

<code>ctlInvis</code>	bit 7	1=invisible, 0=visible
Reserved	bits 0-6	Must be set to 0

Valid values for `ctlMoreFlags` are

<code>fCtlTarget</code>	bit 15	Must be set to 0
<code>fCtlCanBeTarget</code>	bit 14	Must be set to 0
<code>fCtlWantsEvents</code>	bit 13	Must be set to 0
<code>fCtlProcNotPtr</code>	bit 12	Must be set to 1
<code>fCtlTellAboutSize</code>	bit 11	Must be set to 0
Reserved	bits 2-10	Must be set to 0
Picture reference	bits 0-1	Define type of picture reference in <code>ctlData</code> : 00 - invalid value 01 - reference is handle 10 - reference is resource ID 11 - invalid value

<code>ctlHilite</code>	Specifies whether the control wants to receive mouse events. The values for <code>ctlHilite</code> are as follows:	
0	Events will be generated when the mouse button is pressed in the control	
255	No events will be generated when the mouse button is pressed in the control	

## Pop-up control record

Figure 28-25 shows the format of the control record for pop-up menu controls.

■ **Figure 28-25** Pop-up control record

\$00	ctlNext	Long—Handle to next control; NIL for last control
\$04	ctlOwner	Long—Pointer to window to which control belongs
\$08	ctlRect	Rectangle—Defines control boundary rectangle
\$10	ctlFlag	Byte—Defines control visibility and other attributes
\$11	ctlHilite	Byte—Not used; must be set to 0
\$12	ctlValue	Word—Currently selected item
\$14	ctlProc	Long—popUpControl = \$87000000
\$18	ctlAction	Long—Pointer to custom procedure; NIL if none
\$1C	ctlData	Long—Not used; must be set to 0
\$20	ctlRefCon	Long—Reserved for application use
\$24	ctlColor	Long—Reference to the color table for the control
\$28	menuRef	Long—Reference to menu definition
	continued	

	continued	
\$2C	menuEnd	Long—Must be set to 0
\$30	popUpRect	Rectangle—Calculated by Menu Manger
\$38	ctlID	Long—Application-assigned ID
\$3C	ctlMoreFlags	Word—Additional control flags
\$3E	ctlVersion	Word—Set to 0
\$40	titleWidth	Word—Pixel width of title position of menu

Valid values for `ctlFlag` are

<code>ctlInvis</code>	bit 7	1=invisible, 0=visible
<code>fType2PopUp</code>	bit 6	Indicates type of pop-up menu: 1 - Draw pop-up with white space (Type 2) 0 - Draw normal pop-up
<code>fDontHiliteTitle</code>	bit 5	Controls highlighting of the control title: 1 - Do not highlight title when control is popped up 0 - Highlight title
<code>fDontDrawTitle</code>	bit 4	Indicates whether the Control Manager is to draw the menu title: 1 - Do not draw the title 0 - Draw the title
<code>fDontDrawResult</code>	bit 3	Indicates whether result is shown: 1 - Do not draw the result in the result area after a selection 0 - Draw the result

<code>fInWindowOnly</code>	bit 2	Controls the extent to which the pop-up menu can grow; this is particularly relevant with respect to Type 2 pop-ups (see Chapter 37, "Menu Manager Update," for details on Type 2 pop-up menus): 1 - Keep the pop-up in the current window 0 - Allow the pop-up to grow to screen size
<code>fRightJustifyTitle</code>	bit 1	Controls title justification: 1 - Right justify the title; note that if the title is right justified, then the control rectangle is adjusted to eliminate unneeded pixels (see Figure 28-12), the value for <code>titlewidth</code> is also adjusted 0 - Left justify the title
<code>fRightJustifyResult</code>	bit 0	Controls result justification: 1 - Right justify the selection 0 - Left justify the selection <code>titlewidth</code> pixels from the left of the pop-up rectangle.

Valid values for `ctlMoreFlags` are

<code>fCtlTarget</code>	bit 15	Must be set to 0
<code>fCtlCanBeTarget</code>	bit 14	Must be set to 0
<code>fCtlWantsEvents</code>	bit 13	Must be set to 1 if the pop-up has any keystroke equivalents defined
<code>fCtlProcNotPtr</code>	bit 12	Must be set to 1
<code>fCtlTellAboutSize</code>	bit 11	Must be set to 0
Reserved	bits 5–10	Must be set to 0
Color table reference	bits 3–4	Defines type of reference in <code>colorTableRef</code> (the color table for a menu is described in Chapter 13, "Menu Manager," in Volume 1 of the <i>Toolbox Reference</i> ) 00 - color table reference is pointer 01 - color table reference is handle 10 - color table reference is resource ID 11 - invalid value
<code>fMenuDefIsText</code>	bit 2	Defines type of data referred to by <code>menuRef</code> : 1 - <code>menuRef</code> is a pointer to a text stream in NewMenu format (see Chapter 13, "Menu Manager," in Volume 1 of the <i>Toolbox Reference</i> for details) 0 - <code>menuRef</code> is a reference to a Menu Template (again, see Chapter 13, "Menu Manager," in Volume 1 of the <i>Toolbox Reference</i> for details on format and content of a Menu Template)
Menu reference	bits 0-1	Defines type of menu reference in <code>menuRef</code> (if <code>fMenuDefIsText</code> is set to 1, then these bits are ignored): 00 - menu reference is pointer 01 - menu reference is handle 10 - menu reference is resource ID 11 - invalid value

<code>ctlRect</code>	Defines the boundary rectangle for the pop-up and its title, before the menu has been “popped” by the user. The Menu Manager will calculate the lower-right coordinates of the rectangle for you, if you specify those coordinates as (0,0).
<code>ctlValue</code>	Contains the item number of the currently selected item.
<code>titleWidth</code>	Contains the value set in the <code>titleWidth</code> field of the pop-up menu control template used to create the control.
<code>menuRef</code>	Reference to menu definition (see Chapter 13, “Menu Manager,” in Volume 1 of the <i>Toolbox Reference</i> and Chapter 37, “Menu Manager Update,” in this book for details on menu templates). The type of reference contained in <code>menuRef</code> is defined by the Menu reference bits in <code>ctlMoreFlags</code> . This field is set from the <code>menuRef</code> field of the pop-up menu control template used to create the control.

### **Extended radio button control record**

Figure 28-26 shows the format of the extended control record for radio button controls.

■ **Figure 28-26** Extended radio button control record

\$00	ctlNext	Long—Handle to next control; NIL for last control
\$04	ctlOwner	Long—Pointer to window to which control belongs
\$08	ctlRect	Rectangle—Defines radio button's boundary rectangle
\$10	ctlFlag	Byte—Defines button visibility and family affinity
\$11	ctlHilite	Byte—Current type of highlighting
\$12	ctlValue	Word—0 if off; 1 if on
\$14	ctlProc	Long—radioControl=\$84000000
\$18	ctlAction	Long—Pointer to custom procedure; NIL if none
\$1C	ctlData	Long—Reference to radio button title string
\$20	ctlRefCon	Long—Reserved for application use
\$24	ctlColor	Long—Optional color table reference; NIL if none
\$28	keyEquiv	Block, \$06 Bytes—Key equivalent record
\$2E	ctlReserved	Block, \$0A bytes—Reserved
\$38	ctlID	Long—Application-assigned ID
\$3C	ctlMoreFlags	Word—Additional control flags
\$3E	ctlVersion	Word—Set to 0



Valid values for `ctlFlag` are

<code>ctlInvis</code>	bit 7	1=invisible, 0=visible
Family number	bits 0–6	Family numbers define associated groups of radio buttons. Radio buttons in the same family are logically linked. That is, setting one radio button in a family clears all other buttons in the same family

Valid values for `ctlMoreFlags` are

<code>fCtlTarget</code>	bit 15	Must be set to 0
<code>fCtlCanBeTarget</code>	bit 14	Must be set to 0
<code>fCtlWantsEvents</code>	bit 13	Set to 1 if button has keystroke equivalent
<code>fCtlProcNotPtr</code>	bit 12	Must be set to 1
<code>fCtlTellAboutSize</code>	bit 11	Must be set to 0
Reserved	bits 4–10	Must be set to 0
Color table reference	bits 2–3	Defines type of reference in <code>ctlColor</code> (if it is not NIL). See Chapter 4, "Control Manager," in Volume 1 of the <i>Toolbox Reference</i> for the definition of the radio button color table. 00 - color table reference is pointer 01 - color table reference is handle 10 - color table reference is resource ID 11 - invalid value
Title reference	bits 0–1	Defines type of title reference in <code>ctlData</code> : 00 - title reference is pointer 01 - title reference is handle 10 - title reference is resource ID 11 - invalid value
<code>keyEquiv</code>	Keystroke equivalent information stored at <code>keyEquiv</code> is formatted as shown in Figure 28-2.	

### **Extended scroll bar control record**

Figure 28-27 shows the format of the extended control record for scroll bar controls.

■ **Figure 28-27** Extended scroll bar control record

\$00	ctlNext	Long—Handle to next control; NIL for last control
\$04	ctlOwner	Long—Pointer to window to which control belongs
\$08	ctlRect	Rectangle—Defines scroll bar's boundary rectangle
\$10	ctlFlag	Byte—Style of scroll bar
\$11	ctlHilite	Byte—Current type of highlighting
\$12	ctlValue	Word—Thumb position between 0 and (dataSize — viewSize)
\$14	ctlProc	Long—scrollControl=\$86000000
\$18	ctlAction	Long—Pointer to custom procedure; NIL if none
\$1C	ctlData	Long—High-order word= dataSize, low-order word= viewSize
\$20	ctlRefCon	Reserved for application use
\$24	ctlColor	Long—Optional color table reference; NIL if none
\$28	thumbRect	Rectangle—Defines thumb rectangle
\$30	pageRegion	Rectangle—Defines page region, thumb bounds
\$38	ctlID	Long—Application-assigned ID
\$3C	ctlMoreFlags	Word—Additional control flags
\$3E	ctlVersion	Word—Set to 0

Valid values for `ctlFlag` are

<code>ctlInvis</code>	bit 7	1=invisible, 0=visible
Reserved	bits 5–6	Must be set to 0
<code>horScroll</code>	bit 4	1=horizontal scroll bar, 0=vertical scroll bar
<code>rightFlag</code>	bit 3	1=bar has right arrow, 0=bar has no right arrow
<code>leftFlag</code>	bit 2	1=bar has left arrow, 0=bar has no left arrow
<code>downFlag</code>	bit 1	1=bar has down arrow, 0=bar has no down arrow
<code>upFlag</code>	bit 0	1=bar has up arrow, 0=bar has no up arrow

Note that extraneous flag bits are ignored, based upon the state of the `horScroll` flag. For example, for vertical scroll bars, `rightFlag` and `leftFlag` are ignored.

Valid values for `ctlMoreFlags` are

<code>fCtlTarget</code>	bit 15	Must be set to 0
<code>fCtlCanBeTarget</code>	bit 14	Must be set to 0
<code>fCtlWantsEvents</code>	bit 13	Must be set to 0
<code>fCtlProcNotPtr</code>	bit 12	Must be set to 1
<code>fCtlTellAboutSize</code>	bit 11	Must be set to 0
Reserved	bits 4–10	Must be set to 0
Color table reference	bits 2–3	Defines type of reference in <code>ctlColor</code> (if it is not NIL). See Chapter 4, "Control Manager," in Volume 1 of the <i>Toolbox Reference</i> and "Clarifications" in this chapter for the definition of the scroll bar color table. 00 - color table reference is pointer 01 - color table reference is handle 10 - color table reference is resource ID 11 - invalid value
Reserved	bits 0–1	Must be set to 0

## Extended size box control record

Figure 28-28 shows the format of the extended control record for size box controls.

■ **Figure 28-28** Extended size box control record

\$00	ctlNext	Long—Handle to next control; NIL for last control
\$04	ctlOwner	Long—Pointer to window to which control belongs
\$08	ctlRect	Rectangle—Defines size box's boundary rectangle
\$10	ctlFlag	Byte—Define size box visibility
\$11	ctlHilite	Byte—Current type of highlighting
\$12	ctlValue	Word—Not used; set to 0
\$14	ctlProc	Long—growControl=\$88000000
\$18	ctlAction	Long—Pointer to custom procedure; NIL if none
\$1C	ctlData	Long—Not used; set to 0
\$20	ctlRefCon	Long—Reserved for application use
\$24	ctlColor	Long—Optional color table reference; NIL if none
\$28	ctlReserved	Block, \$10 bytes—Not used; set to 0
\$38	ctlID	Long—Application-assigned ID
\$3C	ctlMoreFlags	Word—Additional control flags
\$3E	ctlVersion	Word—Set to 0

Valid values for `ctlFlag` are as follows:

<code>ctlInvis</code>	bit 7	1=invisible, 0=visible
Reserved	bits 1-6	Must be set to 0
<code>fCallWindowMgr</code>	bit 0	1=call <code>GrowWindow</code> and <code>SizeWindow</code> to track this control; 0=just highlight control

Valid values for `ctlMoreFlags` are as follows:

<code>fCtlTarget</code>	bit 15	Must be set to 0
<code>fCtlCanBeTarget</code>	bit 14	Must be set to 0
<code>fCtlWantsEvents</code>	bit 13	Must be set to 0
<code>fCtlProcNotPtr</code>	bit 12	Must be set to 1
<code>fCtlTellAboutSize</code>	bit 11	Must be set to 0
Reserved	bits 4-10	Must be set to 0
Color table reference	bits 2-3	Defines type of reference in <code>ctlColor</code> (if it is not NIL). See "Error Corrections" in this chapter for the definition of the size box color table. 00 - color table reference is pointer 01 - color table reference is handle 10 - color table reference is resource ID 11 - invalid value
Reserved	bits 0-1	Must be set to 0

## **Static text control record**

Figure 28-29 shows the format of the control record for static text controls.

■ **Figure 28-29** Static text control record

\$00	ctlNext	Long—Handle to next control; NIL for last control
\$04	ctlOwner	Long—Pointer to window to which control belongs
\$08	ctlRect	Rectangle—Defines text window boundary rectangle
\$10	ctlFlag	Byte—Define text display and storage attributes
\$11	ctlHilite	Byte—Controls event generation for control
\$12	ctlValue	Word—Text size field, if ctlData contains a Pointer
\$14	ctlProc	Long—statTextControl=\$81000000
\$18	ctlAction	Long—Pointer to custom procedure; NIL if none
\$1C	ctlData	Long—Reference to text for window
\$20	ctlRefCon	Long—Reserved for application use
\$24	ctlColor	Long—Not used; must be set to 0
\$28	ctlJust	Word—Initial justification word
\$2A	ctlReserved	Block, \$0E bytes—Not used
\$38	ctlID	Long—Application-assigned ID
\$3C	ctlMoreFlags	Word—Additional control flags
\$3E	ctlVersion	Word—Set to 0



Valid values for `ctlFlag` are

<code>ctlInvis</code>	bit 7	1=invisible, 0=visible
Reserved	bits 2-6	Must be set to 0
<code>fSubstituteText</code>	bit 1	0=no text substitution to perform 1=there is text substitution to perform
<code>fSubTextType</code>	bit 0	0=C strings 1=Pascal strings

Valid values for `ctlMoreFlags` are

<code>fCtlTarget</code>	bit 15	Must be set to 0
<code>fCtlCanBeTarget</code>	bit 14	Must be set to 0
<code>fCtlWantsEvents</code>	bit 13	Must be set to 0
<code>fCtlProcNotPtr</code>	bit 12	Must be set to 1
<code>fCtlTellAboutSize</code>	bit 11	Must be set to 0
Reserved	bits 2-10	Must be set to 0
Text reference	bits 0-1	Defines type of text reference in <code>ctlData</code> : 00 - text reference is pointer 01 - text reference is handle 10 - text reference is resource ID 11 - invalid value

<code>ctlHilite</code>	Specifies whether the control wants to receive mouse selection events. The values for <code>ctlHilite</code> are as follows:	
	0	Events will be generated when the mouse button is pressed in the control
	255	No events will be generated when the mouse button is pressed in the control
<code>ctlValue</code>	Contains the size of the referenced text in characters, but only if the text reference in <code>ctlData</code> is a pointer. If the text reference is either a handle or a resource ID, then the Control Manager can extract the length from the handle.	

`ctlJust`      The justification word is passed on to `LETextBox2` (see Chapter 10, "LineEdit Tool Set," in Volume 1 of the *Toolbox Reference* for details on the `LETextBox2` tool call), and is used to set the initial justification for the text being drawn. Valid values for `ctlJust` are

<code>leftJustify</code>	0	Text is left justified in the display window
<code>centerJustify</code>	1	Text is centered in the display window
<code>rightJustify</code>	-1	Text is right justified in the display window
<code>fullJustify</code>	2	Text is fully justified (both left and right) in the display window

Static text controls do not support color tables. To display text of different color, you must embed the appropriate commands into the text string you are displaying. See the discussion of `LETextBox2` in Chapter 10, "LineEdit Tool Set," in Volume 1 of the *Toolbox Reference* for details on command format and syntax.

## TextEdit control record

Figure 28-30 shows the format of the control record for TextEdit controls.

■ **Figure 28-30** TextEdit control record

\$00	ctlNext	Long—Handle to next control; NIL for last control
\$04	ctlOwner	Long—Pointer to window to which control belongs
\$08	ctlRect	Rectangle—Defines control boundary rectangle
\$10	ctlFlag	Byte—Defines control visibility
\$11	ctlHilite	Byte—Not used; must be set to 0
\$12	ctlValue	Word—Contains the last reported TextEdit error code
\$14	ctlProc	Long—editTextControl=\$85000000
\$18	ctlAction	Long—Pointer to custom procedure; NIL if none
\$1C	ctlData	Long—Pointer to filter procedure
\$20	ctlRefCon	Long—Reserved for application use
\$24	ctlColor	Long—Reference to the color table for the control
\$28	textFlags	Long—TextEdit bit flags
\$2C	textLength	Long—Length of text
	continued	

	continued	
\$30	blockList	TextList—Cached link into TextBlock list
\$38	ctlID	Long—Application-assigned ID
\$3C	ctlMoreFlags	Word—Additional control flags
\$3E	ctlVersion	Word—Set to 0
\$40	viewRect	Rectangle—Boundary rectangle for text
\$48	totalHeight	Long—Height, in pixels, of text
\$4C	lineSuper	SuperHandle—Cached link into text lines
\$58	styleSuper	SuperHandle—Cached link into style list
\$64	styleList	Long—Handle to array of TEstyle records
\$68	rulerList	Long—Handle to array of TERuler records
\$6C	lineAtEndFlag	Word—Line break flag
\$6E	selectionStart	Long—Starting text offset for current selection
\$72	selectionEnd	Long—Ending text offset for current selection
	continued	

	continued	
\$76	selectionActive	Word—Flag indicating whether current selection is active
\$78	selectionState	Word—State information about current selection
\$7A	caretTime	Long—Blink interval for caret, in system ticks
\$7E	nullStyleActive	Word—Flag indicating whether null style is active
\$80	nullStyle	TEStyle—Null style definition
\$8C	topTextOffset	Long—Offset to top line of displayed text
\$90	topTextVPos	Word—Position of display window into text, in pixels
\$92	vertScrollBar	Long—Handle to vertical scroll bar control record
\$96	vertScrollPos	Long—Current position of vertical scroll bar
\$9A	vertScrollMax	Long—Maximum allowable vertical scroll
\$9E	vertScrollAmount	Word—Number of pixels to scroll on each click
\$0A	horzScrollBar	Long—Currently not supported
\$A4	horzScrollPos	Long—Currently not supported
\$A8	horzScrollMax	Long—Currently not supported
	continued	

	continued	
\$AC	horzScrollAmount	Word—Currently not supported
\$AE	growBoxHandle	Long—Handle of size box control record
\$B2	maximumChars	Long—Maximum number of characters allowed in text
\$B6	maximumLines	Long—Currently not supported
\$BA	maxCharsPerLine	Word—Currently not supported
\$BC	maximumHeight	Word—Currently not supported
\$BE	textDrawMode	Word—QuickDraw II drawing mode for text
\$C0	wordBreakHook	Long—Pointer to word break hook routine
\$C4	wordWrapHook	Long—Pointer to word wrap hook routine
\$C8	keyFilter	Long—Pointer to keystroke filter routine
\$CC	theFilterRect	Rectangle—Rectangle for generic filter procedure
\$D4	theBufferVPos	Word—Vertical component of current position
\$D6	theBufferHPos	Word—Horizontal component of current position
	continued	

	continued	
\$D8	theKeyRecord	KeyRecord—Parameters for keystroke filter routine
\$E6	cachedSelcOffset	Long—Cached selection text offset
\$EA	cachedSelcVPos	Word—Vertical component of cached buffer position
\$EC	cachedSelcHPos	Word—Horizontal component of cached buffer position
\$EE	mouseRect	Rectangle—Boundary rectangle for multiclick mouse commands
\$F6	mouseTime	Long—Time of last mouse click
\$FA	mouseKind	Word—Kind of mouse click last performed
\$FC	lastClick	Long—Location of last mouse click
\$100	savedHPos	Word—Cached horizontal character position
\$102	anchorPoint	Long—Starting point of current selection

Valid values for `ctlFlag` are

<code>ctlInvis</code>	bit 7	1=invisible, 0=visible
Reserved	bits 0–6	Must be set to 0

Valid values for `textFlags` are

<code>fNotControl</code>	bit 31	Must be set to 0
<code>fSingleFormat</code>	bit 30	Must be set to 1
<code>fSingleStyle</code>	bit 29	Indicates the style options available to the user 1 - Allow only one style in the text 0 - Do not restrict the number of styles in the text
<code>fNoWordWrap</code>	bit 28	Indicates TextEdit word wrap behavior 1 - Do not word wrap the text; only break lines on CR (\$0D) characters 0 - Perform word wrap to fit the ruler
<code>fNoScroll</code>	bit 27	Controls user access to scrolling 1 - Do not allow either manual or auto-scrolling 0 - Scrolling permitted
<code>fReadOnly</code>	bit 26	Restricts the text in the window to read-only operations (copying from the window will still be allowed) 1 - No editing allowed 0 - Editing permitted
<code>fSmartCutPaste</code>	bit 25	Controls TextEdit support for smart cut and paste (see Chapter 49, "TextEdit," for details on smart cut and paste support) 1 - Use smart cut and paste 0 - Do not use smart cut and paste
<code>fTabSwitch</code>	bit 24	Defines behavior of the Tab key (see Chapter 49, "TextEdit," for details) 1 - Tab to next control in the window 0 - Tab inserted in TextEdit document
<code>fDrawBounds</code>	bit 23	Indicates whether TextEdit will draw a box around the edit window, just inside <code>ctlRect</code> (the pen for this rectangle is 2 pixels wide and 1 pixel high) 1 - Draw rectangle 0 - Do not draw rectangle
<code>fColorHilight</code>	bit 22	Must be set to 0.
<code>fGrowRuler</code>	bit 21	Indicates whether TextEdit will resize the ruler in response to the user resizing the edit window. If set to 1, TextEdit will automatically adjust the right margin value for the ruler 1 - Resize the ruler 0 - Do not resize the ruler



<code>fDisableSelection</code>	bit 20	Controls whether user can select text 1 - User cannot select text 0 - User can select text
<code>fDrawInactiveSelection</code>	bit 19	Controls how inactive selected text is displayed 1 - <code>TextEdit</code> draws a box around inactive selections 0 - <code>TextEdit</code> does not display inactive selections
Reserved	bits 0–18	Must be set to 0
<code>textLength</code>	Number of bytes of text in the record. Your program must not modify this field.	
<code>blockList</code>	Cached link into the linked list of <code>TextBlock</code> structures, which contain the actual text for the record. The actual <code>TextList</code> structure resides here. Your program must not modify this field.	

Valid values for `ctlMoreFlags` are

<code>fCtlTarget</code>	bit 15	Must be set to 0
<code>fCtlCanBeTarget</code>	bit 14	Must be set to 1
<code>fCtlWantsEvents</code>	bit 13	Must be set to 1
<code>fCtlProcNotPtr</code>	bit 12	Must be set to 1
<code>fTellAboutSize</code>	bit 11	If set to 1, a size box will be created in the lower-right corner of the window. Whenever the control window is resized, the edit text will be resized and redrawn.
<code>fCtlIsMultiPart</code>	bit 10	Must be set to 1
Reserved	bits 4–9	Must be set to 0
Color table reference	bits 2–3	Defines type of reference in <code>ctlColor</code> (if it is not NIL). The color table for a <code>TextEdit</code> control ( <code>TEColorTable</code> ) is described in Chapter 49, “TextEdit,” later in this book 00 - color table reference is pointer 01 - color table reference is handle 10 - color table reference is resource ID 11 - invalid value
Style reference	bits 0–1	Defines type of style reference in <code>styleRef</code> . The format for a <code>TextEdit</code> style descriptor is described in Chapter 49, “TextEdit,” later in this book 00 - style reference is pointer 01 - style reference is handle 10 - style reference is resource ID 11 - invalid value

△ **Important** Do not set `fTellAboutSize` to 1 unless the control also has a vertical scroll bar. △

<code>viewRect</code>	Boundary rectangle for the text, within the rectangle defined in <code>boundsRect</code> , which surrounds the entire record, including its associated scroll bars and outline.
<code>totalHeight</code>	Total height of the text in the <code>TextEdit</code> record, in pixels.
<code>lineSuper</code>	Cached link into the linked list of <code>SuperBlock</code> structures that define the text lines in the record.

<code>styleSuper</code>	Cached link into the linked list of <code>SuperBlock</code> structures that define the styles for the record.				
<code>styleList</code>	Handle to array of <code>TEStyle</code> structures, containing style information for the record. The array is terminated with a long set to \$FFFFFFF.				
<code>rulerList</code>	Handle to array of <code>TERuler</code> structures, defining the format rulers for the record. Note that only the first ruler is currently used by <code>TextEdit</code> . The array is terminated with a long set to \$FFFFFFF.				
<code>lineAtEndFlag</code>	Indicates whether the last character was a line break. If so, this field is set to \$FFFF.				
<code>selectionStart</code>	Starting text offset for the current selection. Must always be less than <code>selectionEnd</code> .				
<code>selectionEnd</code>	Ending text offset for the current selection. Must always be greater than <code>selectionStart</code> .				
<code>selectionActive</code>	Indicates whether the current selection (defined by <code>selectionStart</code> and <code>selectionEnd</code> ) is active: <table> <tr> <td>\$0000</td><td>Active</td></tr> <tr> <td>\$FFFF</td><td>Inactive</td></tr> </table>	\$0000	Active	\$FFFF	Inactive
\$0000	Active				
\$FFFF	Inactive				
<code>selectionState</code>	Contains state information about the current selection range: <table> <tr> <td>\$0000</td><td>Off screen</td></tr> <tr> <td>\$FFFF</td><td>On screen</td></tr> </table>	\$0000	Off screen	\$FFFF	On screen
\$0000	Off screen				
\$FFFF	On screen				
<code>caretTime</code>	Blink interval for caret, expressed in system ticks.				
<code>nullStyleActive</code>	Indicates whether the null style is active for the current selection: <table> <tr> <td>\$0000</td><td>Do not use null style when inserting text</td></tr> <tr> <td>\$FFFF</td><td>Use null style when inserting text</td></tr> </table>	\$0000	Do not use null style when inserting text	\$FFFF	Use null style when inserting text
\$0000	Do not use null style when inserting text				
\$FFFF	Use null style when inserting text				
<code>nullStyle</code>	<code>TEStyle</code> structure defining the null style. This may be the default style for newly inserted text, depending upon the value of <code>nullStyleActive</code> .				
<code>topTextOffset</code>	Text offset into the record corresponding to the top line displayed on the screen.				

- topTextVPos** Difference, in pixels, between the topmost vertical scroll position (corresponding to the top of the vertical scroll bar) and the top line currently displayed on the screen. This is, essentially, the vertical position of the display window in the text for the record.
- vertScrollBar** Handle to the vertical scroll bar control record.
- vertScrollPos** Current position of the vertical scroll bar, in units defined by **vertScrollAmount**.
- ◆ *Note:* that while TextEdit supports **vertScrollPos** as a long, standard Apple IIGS scroll bars support only the low-order word. This leads to unpredictable scroll bar behavior when editing large documents.
- vertScrollMax** Maximum allowable vertical scroll, in units defined by **vertScrollAmount**.
- vertScrollAmount**  
Number of pixels to scroll on each vertical arrow click.
- horzScrollBar** Handle to the horizontal scroll bar control record. Currently not supported
- horzScrollPos** Current position of the horizontal scroll bar, in units defined by **horzScrollAmount**. Currently not supported
- horzScrollMax** Maximum allowable horizontal scroll, in units defined by **horzScrollAmount**. Currently not supported
- horzScrollAmount**  
Number of pixels to scroll on each horizontal arrow click. Currently not supported.
- growBoxHandle** Handle of size box control record.
- maximumChars** Maximum number of characters allowed in the text.
- maximumLines** Maximum number of lines allowed in the text. Currently not supported.
- maxCharsPerLine**  
Currently not supported.
- maximumHeight** Maximum text height, in pixels. This value allows applications to easily constrain text to a display window of a known height. Currently not supported.

<code>textDrawMode</code>	QuickDraw II drawing mode for the text. See Chapter 16, "QuickDraw II," in the <i>Toolbox Reference</i> for more information on QuickDraw II drawing modes.
<code>wordBreakHook</code>	Pointer to the routine that handles word breaks. See Chapter 49, "TextEdit," for information about word break routines. Your program may modify this field.
<code>wordWrapHook</code>	Pointer to the routine that handles word wrap. See Chapter 49, "TextEdit," for information about word wrap routines. Your program may modify this field.
<code>keyFilter</code>	Pointer to the keystroke filter routine. See Chapter 49, "TextEdit," for information about keystroke filter routines. Your program may modify this field.
<code>theFilterRect</code>	Defines a rectangle used by the generic filter procedure for some of its routines. See Chapter 49, "TextEdit," for information about generic filter procedures and their routines. Your program may modify this field.
<code>theBufferVPos</code>	Vertical component of the current position of the buffer within the port for the TextEdit record, expressed in the local coordinates appropriate for that port. This value is used by some generic filter procedure routines. See Chapter 49, "TextEdit," for information about generic filter procedures and their routines. Your program may modify this field.
<code>theBufferHPos</code>	Horizontal component of the current position of the buffer within the port for the TextEdit record, expressed in the local coordinates appropriate for that port. This value is used by some generic filter procedure routines. See Chapter 49, "TextEdit," for information about generic filter procedures and their routines. Your program may modify this field.
<code>theKeyRecord</code>	Parameter block, in <code>KeyRecord</code> format, for the keystroke filter routine. Your program may modify this field.
<code>cachedSelcOffset</code>	Cached selection text offset. If this field is set to \$FFFFFFFF, then the cache is invalid and will be recalculated when appropriate.
<code>cachedSelcVPos</code>	Vertical component of the cached buffer position, expressed in local coordinates for the output port.

<code>cachedSelCHPos</code>	Horizontal component of the cached buffer position, expressed in local coordinates for the output port.						
<code>mouseRect</code>	Boundary rectangle for multiclick mouse commands. If the user clicks the mouse more than once within the region defined by this rectangle within the time period defined for multiclicks, then <code>TextEdit</code> interprets those clicks as multiclick sequences (double- or triple-clicks). The user sets the time period with the Control Panel.						
<code>mouseTime</code>	System tickcount when the user last released the mouse button.						
<code>mouseKind</code>	Type of last mouse click: <table><tr><td>0</td><td>Single click</td></tr><tr><td>1</td><td>Double-click</td></tr><tr><td>2</td><td>Triple-click</td></tr></table>	0	Single click	1	Double-click	2	Triple-click
0	Single click						
1	Double-click						
2	Triple-click						
<code>lastClick</code>	Location of last user mouse click.						
<code>savedHPos</code>	Cached horizontal character position. <code>TextEdit</code> uses this value to manage where it should display the caret on a line when the user presses the up or down arrow.						
<code>anchorPoint</code>	Defines the character from which the user began to select text for the current selection. When <code>TextEdit</code> expands the current selection (as a result of user keyboard or mouse commands, or at the direction of a custom keystroke filter procedure), it always does so from the <code>anchorPoint</code> , not <code>selectionStart</code> or <code>selectionEnd</code> .						



## Chapter 29 **Desk Manager Update**

This chapter documents new features of the Desk Manager. The complete reference to the Desk Manager is in Volume 1, Chapter 5 of the *Apple IIGS Toolbox Reference*.



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## New features in the Desk Manager

It is now possible for a new desk accessory (NDA) to be a modal dialog box. When an NDA is opened, it returns a pointer to its window. The Desk Manager saves this pointer and marks the NDA open. The current version of the Desk Manager checks the returned window pointer, and if its value is 0 (if it is a null pointer) then the Desk Manager does not mark the NDA open. Subsequent attempts to open the NDA simply select the open window until the NDA is closed. A programmer can therefore write an NDA that opens a modal dialog box when chosen. When the dialog box is dismissed, the NDA can be chosen again without having been explicitly closed.

---

## Scrollable CDA menu

The classic desk accessory (CDA) menu is now scrollable. Previously, the menu held a maximum of 13 entries in a fixed display. Now, up to 249 desk accessories can be installed and displayed.

Scrolling takes place only on systems with 14 or more CDAs installed. When the menu is scrollable, the system displays a more message at each scrollable end of the menu. That is, if there are additional items above those currently visible, the more message appears at the top of the menu. Similarly, if there are more items below those currently visible, a more message appears at the bottom of the menu. Messages may be placed at both the top and bottom of the menu, if appropriate.

The new menu behaves somewhat differently from the old one. When the user returns to the CDA menu from an accessory, the name of that accessory is highlighted (previously, the Control Panel entry was highlighted). In addition, the user can no longer wrap from the bottom of the menu to the top, or vice versa.

The valid keystrokes for the CDA menu are:

Keystroke	Effect
Up Arrow	Moves selection box up one entry in the menu; no effect if at the top of the menu
Command-Up Arrow	Moves selection box up one page in the menu; no effect if at the top of the menu
Down Arrow	Moves selection box down one entry in the menu; no effect if at the bottom of the menu
Command-Down Arrow	Moves selection box down one page in the menu; no effect if at the bottom of the menu
Enter or Return	Selects the highlighted item
Esc	Selects Quit

---

## Run queue

The **run queue** allows you to install tasks (**run items**) that need to be called periodically. You establish the periodicity of the call by managing a field in the run item header. The Desk Manager has two new system calls, `AddToRunQ` and `RemoveFromRunQ`, that allow you to install and remove run items from the queue.

The system examines the run queue at system task time, when the system is guaranteed to be free and all tools are available. For each run item in the queue, the system adjusts the `period` header field. If the specified time period has elapsed, the system then calls the run item.

The run queue is quite similar to the heartbeat queue, and should be used in its place.

Each run item must be preceded by a header formatted as follows:

\$00	Reserved	Long—Used by system as link to next run queue item
\$04	period	Word (unsigned)—Period to wait, in ticks
\$06	signature	Word—Header signature, to ensure integrity—set to \$A55A
\$08	Reserved	Long—Used by system to know when item was last executed

**period** Specifies the minimum number of system ticks that are to elapse between run item executions. Each system tick represents 1/60th of a second. A value of 0 indicates that the item is to be called as often as possible. A value of \$FFFF indicates that the item should never be called. While the run queue supports call frequencies up to approximately 60 per second, the timing is less accurate for periods shorter than one second.

**△ Important** Run item code must reset the `period` field before returning control to the system. Failure to do so will result in a `period` of 0, which will cause the item to be called constantly. △

**signature** Used by the system to ensure that the header is well formed. The value of this field must be \$A55A.

The entry point must immediately follow the header. Run items need not check the busy flag, since the system is guaranteed to be free before any run item is invoked. However, run items must be careful to save and restore the operating environment, since they may be invoked from TaskMaster, as well as from an application. You should also be careful to either unload your run items at application termination, or ensure that remaining items are not purgeable.

While the run queue and heartbeat queue (see Chapter 14, “Miscellaneous Tool Set,” in Volume 1 of the *Toolbox Reference* for information about the heartbeat queue) are somewhat similar, there are some significant differences. First, the run item header has an additional field (the second `Reserved` field). Second, the system does not remove items from the run queue when their `period` reaches 0.

**Run queue example**

Following is an example run item, which beeps the speaker every 15 minutes.

```

;
; RunQ example task that beeps every 15 minutes.
; It is provided in MPWIIgs assembler format. The first portion is the
; task header.
;
BeepHdr      Record
              ds.L 1      ; reserve 1 long for link to next runQ entry
period       dc.W $D2F0   ; number of 60th of a sec (54000=15 minutes)
              dc.W $A55A   ; signature used to test for queue integrity
              dc.L 0      ; used by desk mgr to keep track of the time
              EndR

;
; Now the actual code of the task goes here.
;
BeepTask     Proc
              with BeepHdr

              _SysBeep     ; beep the speaker once

              lda #$D2F0   ; and now recharge the period for next call
              sta >period ; NOTE:Use long addressing: DataBank unknown
              rtl          ; and to exit use an RTL
              EndP

```

The following code installs the above item into the run queue

```

PushLong #BeepHdr
ldx #$1F05
jsl >$E10000

```

---

## New Desk Manager calls

The following new Desk Manager calls support the run queue and desk accessory removal.

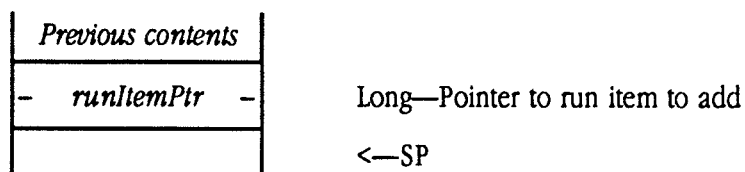
---

### AddToRunQ \$1F05

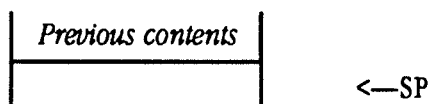
Adds the specified routine to the head of the run queue.

#### Parameters

Stack before call



Stack after call



**Errors**            None

**C**                    `extern pascal void AddToRunQ(runItemPtr);`

`Pointer    runItemPtr;`

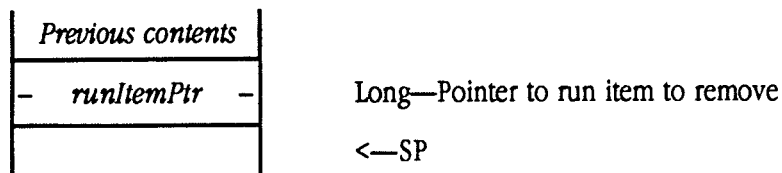
---

**RemoveFromRunQ** \$2005

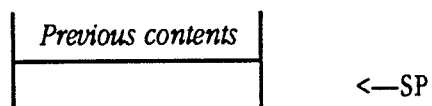
Removes the specified run item from the run queue.

**Parameters**

Stack before call



Stack after call



**Errors**           None

**C**                   extern pascal void RemoveFromRunQ(runItemPtr);

                      Pointer   runItemPtr;

---

**RemoveCDA \$2105**

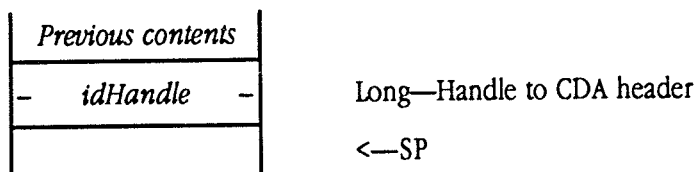
Removes the specified CDA from the Desk Manager CDA list. This routine does *not* dispose of the memory used by the DA.

This routine is the complement of `InstallCDA` (which is described in Chapter 5, "Desk Manager," in the *Toolbox Reference*).

You should be very careful before issuing this call. Users generally install desk accessories for their own use; you should not spontaneously remove them from the system. Also, note that many desk accessories install other custom code (in the run queue, for example); you should not remove them unless you know that the other code has been removed, as well.

**Parameters**

Stack before call



Stack after call



<b>Errors</b>	<b>\$0510</b>	<b>DaNotFound</b>	Specified desk accessory not found.
---------------	---------------	-------------------	-------------------------------------

```
C      extern pascal void RemoveCDA(idHandle);

      Handle    idHandle;
```

---

**RemoveNDA \$2205**

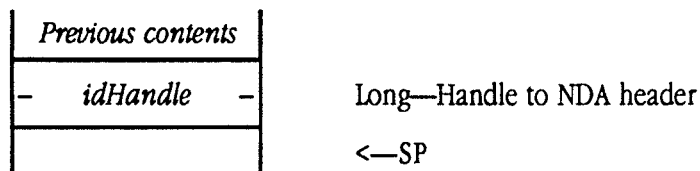
Removes the specified NDA from the Desk Manager NDA list. This routine does *not* dispose of the memory used by the DA.

This routine is the complement of `InstallNDA` (which is described in Chapter 5, "Desk Manager," in the *Toolbox Reference*).

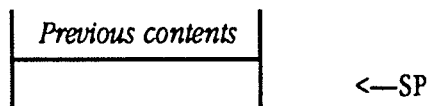
This call does not rebuild the Apple menu. Your application must rebuild the menu by issuing the `FixAppleMenu` tool call.

**Parameters**

Stack before call



Stack after call



<b>Errors</b>	\$0510	DaNotFound	Specified desk accessory not found.
---------------	--------	------------	-------------------------------------

```
C      extern pascal void RemoveNDA(idHandle);

      Handle    idHandle;
```





## Chapter 30 **Dialog Manager Update**

This chapter documents new features of the Dialog Manager. The complete reference to the Dialog Manager is in Volume 1, Chapter 6 of the *Apple IIGS Toolbox Reference*.

---

## Error corrections

This section explains changes that have been made to the Dialog Manager's documentation in the *Apple IIGS Toolbox Reference*.

- The documentation for `SetDItemType` on page 6-82 of the *Toolbox Reference* says that the call is used to change a dialog item to a different type. In fact, `SetDItemType` should be used only to change the *state* of an item from enabled to disabled or vice versa.
- The Dialog Manager does not support dialog item type values of `picItem` or `iconItem`, contrary to what the *Toolbox Reference* states in Table 6-3 on page 6-12.

## Chapter 31 **Event Manager Update**

This chapter documents new features of the Event Manager. The complete reference to the Event Manager is in Volume 1, Chapter 7 of the *Apple IIGS Toolbox Reference*.

---

## New features in Event Manager

The following sections discuss new features of the Event Manager.

---

### Journaling changes

Previously, journaling did not capture operations that involved the `ReadMouse` Miscellaneous Tool Set call, because that call did not support journaling. As discussed in Chapter 39, "Miscellaneous Tool Set Update," in this book, `ReadMouse` has been changed to support journaling. As a result, journaling routines must now handle a new journal code.

When an application calls `ReadMouse`, and journaling is on, your journaling routine will be called with a journal code of 6 and *resultPtr* will point to a 6-byte record containing `ReadMouse` data. This record has the following format:

\$00	— statusMode —	Word—Mouse status/mode bytes
\$02	— yLocation —	Word—Absolute y location of pointing device
\$04	— xLocation —	Word—Absolute x location of pointing device

**statusMode**      Mouse status and mode bytes, as described on pages 14-35 and 14-36 of the *Toolbox Reference*.

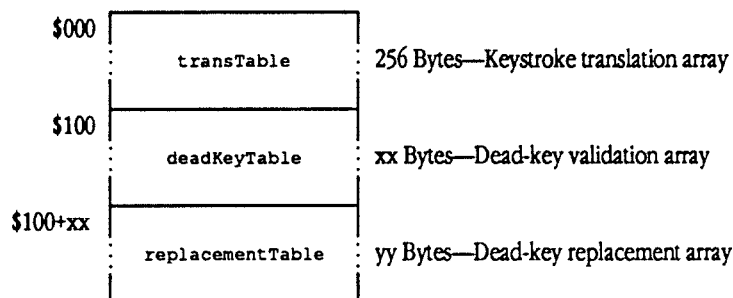
---

## Keyboard input changes

The system now processes keyboard input through a translation routine, allowing Apple IIGS and Macintosh® keystrokes to match. The translation routine uses a resource-based keystroke translation table, which is identified by a unique resource ID. You can assign other tables to suit the needs of a particular language or keyboard. There are new Event Manager calls to read or write the current keyboard translation table resource ID.

Note that the system translates keystrokes before performing dead key replacements. To modify dead-key sequences you may find it easier to modify the appropriate `transTable` entry, since that table is more straightforward than the `deadKeyTable` and `replacementTable`.

The keystroke translation table must be formatted as follows:



**transTable** This is a packed array of bytes used to map the ASCII codes produced by the keyboard into the character value to be generated. Each cell in the array directly corresponds to the ASCII code that is equivalent to the cell offset. For example, the `transTable` cell at offset \$0D (13 decimal) contains the character replacement value for keyboard code \$0D, which, for a straight ASCII translation table, is a Return character (CR). The `transTable` cells from 128 to 255 (\$80 to \$FF) contain values for Option-key sequences (such as Option-S).

**deadKeyTable** This table contains entries used to validate dead keys. Dead key refers to keystrokes used to introduce multikey sequences that result in single characters. For example, pressing Option-u followed by e yields an e with an umlaut. There is one entry in **deadKeyTable** for each defined dead key. The last entry must be set to \$0000. Each entry must be formatted as follows:

<b>deadKey</b>	Byte—Character code for dead key
<b>offset</b>	Byte—Offset from <b>deadKeyTable</b> into <b>replacementTable</b>

**deadKey** Contains the character code for the dead key. The system uses this value to check for user input of a dead key. The system compares this value with the first user keystroke.

**offset** Byte offset from beginning of **deadKeyTable** into relevant subarray in **replacementTable**, divided by 2. The system uses this value to access the valid replacement values for the dead key in question.

#### **replacementTable**

This table contains the valid replacement values for each dead key combination. This table is made up of a series of variable-length subarrays, each relevant to a particular dead key. The last entry in each sub-array must be set to \$0000. Each entry in the **replacementTable** must be formatted as follows:

<b>scanKey</b>	Byte—Character code for dead key combination
<b>replaceValue</b>	Byte—Result character code for dead key combination

**scanKey** Contains a valid character code for dead key replacement. The system uses this field to determine whether the user entered a valid dead key combination. The system compares this value with the second user keystroke.

**replaceValue** Contains the replacement value for the character specified in **scanKey** for this entry. The system delivers this value as the replacement for a valid dead key combination.

---

## New Event Manager calls

There are several new Event Manager calls, many concerning the new keyboard translation feature.

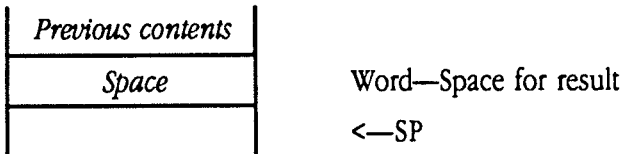
---

### GetKeyTranslation \$1B06

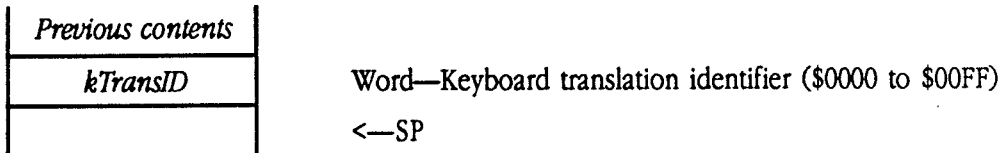
Returns the identifier for the currently selected keystroke translation table. Before setting a new translation table, your application should read and save the current identifier. When your application terminates, it should restore the previous keystroke translation table. Use the SetKeyTranslation call to modify the current identifier.

#### Parameters

Stack before call



Stack after call



**Errors**                  None

**C**                          extern pascal Word GetKeyTranslation();



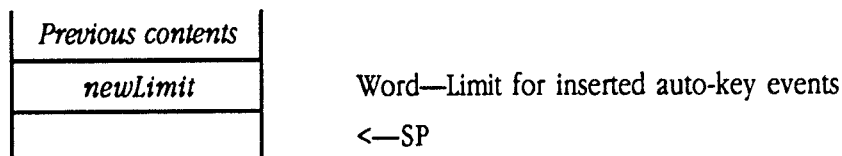
---

**SetAutoKeyLimit** \$1A06

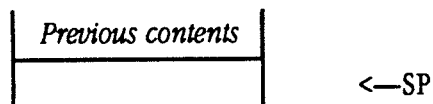
Controls how repeated keystrokes are inserted into the event queue. The default value for the limit is 0, which specifies that auto-key events are inserted only if no other events are already in the queue. The *newLimit* parameter determines how many auto-key events must be in the event queue before `PostEvent` ceases to add them. For example, if *newLimit* is 0, then the default condition is maintained: `PostEvent` will not add auto-key events unless the queue is empty. However, if *newLimit* is 5, then `PostEvent` will add five auto-key events to the queue before it reverts to the rule that no more auto-key events are to be posted.

**Parameters**

Stack before call



Stack after call

**Errors**          None

**C**                    `extern pascal void SetAutoKeyLimit (newLimit);`

`Word          newLimit;`

---

## SetKeyTranslation \$1C06

Sets a new keystroke translation table. Once set, the selected keystroke translation table stays in effect until this call is issued again, irrespective of application termination, system resets, or system power off. Before setting a new value for the keystroke translation table, your application should read and save the current value, using the `GetKeyTranslation` tool call. Your application should then restore that previous value when it is finished.

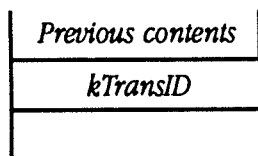
The system reads keystroke translation tables from resources of type \$8021 and ID \$0FFF06xx, where xx derives from the low-order byte of the *kTransID* parameter.

This call uses the current resource search path to find the specified resource. If you want your translation to stay in effect after your application has terminated, you must place the translation table resource in the system resource file.

If the system cannot find a resource corresponding to the value specified in *kTransID*, the keyboard defaults to the standard keystroke translation table (\$00FF).

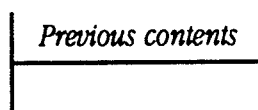
### Parameters

Stack before call



Word—Keystroke translation table identifier (low-order byte)  
<—SP

Stack after call



<—SP

**Errors**                None

**C**                        `extern pascal void SetKeyTranslation(kTransID);`

Word                    *kTransID*;

*kTransID*                The following are standard values for *kTransID*:

\$0000	Use old-style Apple IIGS keyboard mapping
\$00FF	Use standard keyboard remapping (makes Apple IIGS key sequences match Macintosh)



## Chapter 32 **Font Manager Update**

This chapter documents new features of the Font Manager. The complete reference to the Font Manager is in Volume 1, Chapter 8 of the *Apple IIGS Toolbox Reference*.

---

## New features in the Font Manager

- The current version of the Font Manager incorporates several changes. In previous versions, `FMStartUp` opened each font file in the `FONT`s folder, and constructed lists of information for all available fonts. These lists contained font IDs, font names, and so forth for every font in the `FONT`s folder. The present version of the Font Manager does this same work the first time it starts up, but caches all the information it compiles in a file called `FONT.LISTS` in the `FONT`s folder.

The next time the Font Manager starts up, it checks all the creation and modification dates and times in font files against the information in `FONT.LISTS`. It compiles new `FONT.LISTS` information only if it finds new font files or other evidence of change. Otherwise, it simply starts up with the information stored in the `FONT.LISTS` file. In most cases, because it doesn't have to open every font file, the Font Manager can start up much more quickly.

- A bug has been fixed in the `ChooseFont` call. Previously, `ChooseFont` would hang the system if any update events were pending when the call was made. Now, `ChooseFont` will not hang the system under these circumstances; the system leaves update events in the Event Queue for processing by the application.
- In addition, the `ChooseFont` dialog now uses `NewWindow2`, with a control template that can be kept in a resource file. As a result, this dialog can be internationalized more easily.
- Scaled fonts may now contain more than 65,535 bytes of data. See Chapter 43, "QuickDraw II Update," later in this book for the layout of the new font record.
- A bug that corrupted the font family list has been fixed. This bug had varied symptoms, including incorrect font name displays in the Choose Font dialog and in the Font menu, and Font Manager crashes, among others.

---

## New call

The new call `InstallWithStats` is provided to simplify the process of installing fonts. It allows an application to preserve certain information that is normally lost during font installation.

---

### **InstallWithStats** \$1C1B

Installs a font and returns information about that font. When an application requests the installation of a font, the Font Manager attempts to install the requested font, but it may not be available. In such cases, the Font Manager will install the closest match it can find to the requested font.

`InstallWithStats` installs a font just as if the application had called `InstallFont`, but it returns a `FontStatRec` in the buffer pointed to by *resultPtr*. This record contains the ID of the installed font, which may be different from the font requested. It also contains the purge status that the font had before it was installed. Since purge status can be changed by installation, this information can make it easier to restore a font's purge status. If you need to know an installed font's purge status, use `FindFontStats`.

#### Parameters

Stack before call

Previous contents		
-	<i>desiredID</i>	-
	<i>scaleWord</i>	
-	<i>resultPtr</i>	-
		Long—Font ID of desired font
		Word—Desired font size
		Long—Pointer to buffer to receive <code>FontStatRec</code>
		←—SP

Stack after call

Previous contents		
		←—SP

**Errors**                      None

[illegible]

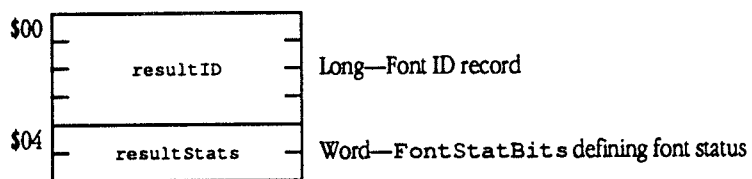
```
Long    desiredID;
```

```
Word      scaleWord;
```

```
Pointer    resultPtr;
```

**resultPtr**

On return from `InstallWithStats`, the buffer pointed to by *resultPtr* will contain a `FontStatRec` formatted as follows



## Chapter 33 **Integer Math Tool Set Update**

This chapter documents changes to the Integer Math Tool Set. The complete reference to Integer Math is in Volume 1, Chapter 9 of the *Apple IIGS Toolbox Reference*.



---

## Clarifications

- The `Long2Dec` Integer Math tool call now correctly handles input long values that have the low-order three bytes set to zero. Previously, if the input long had its low-order three bytes set to zero, `Long2Dec` would always return a zero value, even if the high-order byte was non-zero.

## Chapter 34 **LineEdit Tool Set Update**

This chapter documents new features of the LineEdit Tool Set. The complete reference to LineEdit is in Volume 1, Chapter 10 of the *Apple IIGS Toolbox Reference*.

---

## New features in LineEdit

- LineEdit now supports **password fields**. Password fields do not echo user input as typed. Instead, each input character is echoed with a special character. Your application can set the echo character; the default is asterisk (\*).

The LineEdit edit record has a new field, `lePWChar`, that supports the password feature. This field defines the screen echo character for password fields. It is located at the end of the edit record. The LineEdit record is now formatted as shown in Figure 34-1.

To indicate that a LineEdit field is a password field, set the high-order bit of the `maxSize` field in the LineEdit control template to 1 (see "LineEdit control template" in Chapter 28, "Control Manager Update," earlier in this book for more information).

- Figure 34-1 shows the layout of the new LineEdit record.

■ **Figure 34-1** LineEdit Edit record (new layout)

\$00	leLineHandle	Long—Handle to text
\$04	leLength	Word—Integer; current text length
\$06	leMaxLength	Word—Integer; maximum text length
\$08	leDestRect	Rectangle—Destination rectangle
\$10	leViewRect	Rectangle—View rectangle
\$18	lePort	Long—Pointer to GrafPort
\$1C	leLineHite	Word—Integer; used for highlighting
\$1E	leBaseHite	Word—Integer; used for drawing text
\$20	leSelStart	Word—Integer; used for start of selection range
\$22	leSelEnd	Word—Integer; used for end of selection range
\$24	leActFlg	Word—Reserved for internal use
\$26	leCarAct	Word—Reserved for internal use
\$28	leCarOn	Word—Reserved for internal use
\$2A	leCarTime	Long—Reserved for internal use
\$2E	leHiliteHook	Long—Pointer to highlight routine
\$32	leCaretHook	Long—Pointer to caret routine
\$36	leJust	Word—Justification control word
\$38	lePWChar	Word—Password field screen echo character

<code>leMaxLength</code>	Indicates the maximum text length allowed in the <code>LineEdit</code> field. Valid values range from 1 to 255. The high-order bit governs whether the field is a password field. If the bit is set to 1, then the field is a password field, and user input is echoed with character values specified by the contents of the <code>lePWChar</code> field.
<code>lePWChar</code>	Defines the character to be echoed in password fields. This field contains the ASCII code for the echo character in its low-order byte. Default system value is asterisk (*).

---

## New call

This new LineEdit tool call returns the address of the current LineEdit control definition procedure.

---

### GetLEDefProc \$2414

Returns the address of the current LineEdit control definition procedure. The system issues this call when the Control Manager starts up in order to obtain the address of the LineEdit control definition procedure. This call is not intended for application use.

#### Parameters

Stack before call

Previous contents	
- Space -	Long—Space for result
	<—SP

Stack after call

Previous contents	
- defProcPtr -	Long—Pointer to LineEdit control definition procedure
	<—SP

**Errors**            None

**C**                    extern pascal Pointer GetLEDefProc();



## Chapter 35 **List Manager Update**

This chapter documents new features of the List Manager. The complete reference to the List Manager is in Volume 1, Chapter 11 of the *Apple IIGS Toolbox Reference*.



---

## Clarifications

- The *Apple IIGS Toolbox Reference* states that a disabled item of a list cannot be selected. In fact, a disabled item can be selected, but it cannot be highlighted. The List Manager provides the ability to select disabled (dimmed) items so that it is possible, for instance, for a user to select a disabled menu choice as part of a help dialog. To make an item unselectable, set it inactive (see "List Manager definitions" later in this chapter).
- Any List Manager tool call that draws will change fields in the GrafPort. If you are using List Manager tool calls you must set up the GrafPort correctly and save any valuable GrafPort data before issuing the call.
- Member text is now drawn in 16 colors in both 320 and 640 mode.
- Previous versions of List Manager documentation do not clearly define the relationship between the `listView`, `listMemHeight`, and `listRect` fields in the list record. To clarify this point, note that the following formula must be true for values in any list record:

$$(\text{listView} * \text{listMemHeight}) + 2 = \text{listRect.v2} - \text{listRect.v1}$$

If you set `listView` to 0, the List Manager will automatically adjust the `listRect.v2` field and set the `listView` field so that this formula holds. Note that if you pass a 0 value for `listView` the bottom boundary of `listRect` may change slightly.

---

## List Manager definitions

The following terms define the valid states for a list item.

inactive	Bit 5 of the list item's <code>memFlag</code> field is set to 1. Inactive items appear dimmed and cannot be highlighted or selected.
disabled	Bit 6 of the list item's <code>memFlag</code> field is set to 1. Disabled items appear dimmed and cannot be highlighted.
enabled	Bit 6 of the list item's <code>memFlag</code> field is set to 0. Enabled items appear normal and can be highlighted.
selected	Bit 7 of the list item's <code>memFlag</code> field is set to 1. This bit is set when a user clicks on the list item, or the item is within a range of selected items. A selected item appears highlighted only if it is also enabled.

**highlighted**

A member of a list appears highlighted only when it is both selected and enabled. This means that bit 7 of the `memFlag` field is set to 1 and bit 6 is set to 0. A highlighted member is drawn in the highlight colors.

---

## New features in the List Manager

- The latest revision of the List Manager includes new versions of the tool calls that provide more flexible interfaces for application programmers in two ways. First, these new List Manager routines allow your application to pass an item number, rather than a list record pointer, to identify an item to process. This frees you from tracking pointer values, and allows you to focus on the more useful item number. Second, your application need no longer maintain the list record. All new tool calls allow you to identify the list by a handle to the list control record. List Manager returns this handle at `CreateList` or, preferably, `NewControl2` time.
- The `listType` field now supports a flag that governs where the scroll bar is to be created. Bit 2 of `listType` determines whether the scroll bar is created inside or outside of `listRect`. If the bit is set to 1, the List Manager adjusts the right side of `listRect` to accommodate the scroll bar, creates the scroll bar inside of the adjusted `listRect`, and then sets the flag to 0. If the bit is set to 0, the scroll bar resides outside `listRect`. This works the same way with old-style control records.

△ **Important** When using resources with the List Manager, be careful to define the memory referenced by `listRef` (see "NewList2" later in this chapter) as un purgeable if you plan to use the `SortList` call. Otherwise, in response to a memory allocation request, the sorted list may be purged from memory. Then, when your application next issues a List Manager call, the system will reload the unsorted list. △

---

## New List Manager calls

The following new List Manager calls support a new, more flexible programming interface. In general, these calls provide the same functionality as the old versions.

---

### **DrawMember2** \$111C

Draws one or all members of a specified list. If your application goes directly to the member record to change the state of a member, the application should then call **DrawMember** or **DrawMember2**. Unlike **DrawMember**, this call accepts an item number specification for the member to draw. Passing an item number of 0 causes the List Manager to redraw the entire list.

#### Parameters

Stack before call

<i>Previous contents</i>		
<i>itemNum</i>		Word—Item number to redraw
-	<i>ctlHandle</i>	-
		Long—Handle of the list control
		<—SP

Stack after call

<i>Previous contents</i>		
		<—SP

**Errors**                      None

```
C      extern pascal void DrawMember2(itemNum, ctlHandle);

      Word      itemNum;
      Handle    ctlHandle;
```

---

**NewList2** \$161C

---

Resets the list control according to a specified list record. Your application passes the parameters controlling the creation of the list on the stack, rather than in a list record (as with `NewList`).

**Parameters**

Stack before call

<i>Previous contents</i>		
—	<i>drawPtr</i>	—
	<i>listStart</i>	
—	<i>listRef</i>	—
	<i>listRefDesc</i>	
	<i>listSize</i>	
—	<i>ctlHandle</i>	—

Long—Pointer to member draw routine; NIL for default routine

Word—Item number of first displayed list member

Long—Reference to list

Word—Descriptor for listRef

Word—Number of items in the list

Long—Handle of the list control returned by `NewControl2`

<—SP

Stack after call

<i>Previous contents</i>
<—SP

**Errors**                None

**C**                    `extern pascal void NewList2(drawPtr, listStart,`  
                          `listRef, listRefDesc, listSize,`  
                          `ctlHandle);`

Pointer    `drawPtr;`  
 Word      `listStart, listRefDesc, listSize;`  
 Long      `listRef;`  
 Handle    `ctlHandle;`

*drawPtr*            Pointer to custom list member drawing routine. NIL value causes the List Manager to use its standard routine.

<i>listStart</i>	Item number of first list item to display. A value of \$FFFF tells the List Manager to use the value currently stored in the list control record. Never set this parameter to 0.								
<i>listRef</i>	Reference (pointer, handle, or resource ID) to the list. The value of <i>listRefDesc</i> governs how the List Manager interprets this field. A value of \$FFFFFFFF tells the List Manager to use the value currently stored in the list control record.								
<i>listRefDesc</i>	Defines the type of reference stored in <i>listRef</i> . <table><tr><td>0</td><td><i>listRef</i> reference is a pointer</td></tr><tr><td>1</td><td><i>listRef</i> reference is a handle</td></tr><tr><td>2</td><td><i>listRef</i> reference is a resource ID</td></tr><tr><td>\$FFFF</td><td>no change</td></tr></table>	0	<i>listRef</i> reference is a pointer	1	<i>listRef</i> reference is a handle	2	<i>listRef</i> reference is a resource ID	\$FFFF	no change
0	<i>listRef</i> reference is a pointer								
1	<i>listRef</i> reference is a handle								
2	<i>listRef</i> reference is a resource ID								
\$FFFF	no change								
◆ <i>Note:</i> If you set either <i>listRef</i> or <i>listRefDesc</i> to -1, then you must set the other field to the same value.									
<i>listSize</i>	Number of entries in the list. A value of \$FFFF tells the List Manager to use the value currently stored in the list control record.								

---

**NextMember2** \$121C

---

Searches a specified list record, starting with a specified item, and returns the item number corresponding to the next selected item. This call accepts an item number and control handle as input. If you pass an item number of 0, the List Manager starts its search from the beginning of the list.

**Parameters**

Stack before call

<i>Previous contents</i>	
<i>Space</i>	Word—Space for result
<i>itemNum</i>	Word—Item number of starting point for search
<i>ctlHandle</i>	Long—Handle of the list control
<i>—</i>	<—SP

Stack after call

<i>Previous contents</i>	
<i>itemNum</i>	Word—Item number of selected member; 0 if no more
	<—SP

**Errors**            None

```
C      extern pascal Word NextMember2(itemNum, ctlHandle);

      Word      itemNum;
      Handle    ctlHandle;
```

---

**ResetMember2** \$131C

Searches a specified list control, starting with the first list member, and returns the item number of the first selected member in the list. If the user has not selected a member, then the returned item number is 0. This call accepts a control handle as input.

**Parameters**

Stack before call

Previous contents	
Space	Word—Space for result
— ctlHandle —	Long—Handle of the list control
	<—SP

Stack after call

Previous contents	
itemNum	Word—Item number of selected member; 0 if no more
	<—SP

**Errors**            None

**C**                    `extern pascal Word ResetMember2 (ctlHandle);`  
  
                      `Handle     ctlHandle;`





---

**SortList2** \$151C

---

Alphabetizes a specified list by rearranging the array of member records. This call accepts a control handle and a pointer to a custom comparison routine as input.

**Parameters**

Stack before call

<i>Previous contents</i>		
-	<i>comparePtr</i>	-
-	<i>ctlHandle</i>	-
		Long—Pointer to comparison routine; NIL for standard compare
		Long—Handle of the list control
		←—SP

Stack after call

<i>Previous contents</i>
←—SP

**Errors**            None

**C**                    extern pascal void SortList2(comparePtr, ctlHandle);

Pointer    comparePtr;

Handle    ctlHandle;



## Chapter 36 **Memory Manager Update**

This chapter documents new features of the Memory Manager. The complete reference to the Memory Manager is in Volume 1, Chapter 12 of the *Apple IIGS Toolbox Reference*.

---

## Error correction

On page 12-10 of the *Toolbox Reference*, Figure 12-7 shows the low-order bit of the User ID is reserved. This is not correct. The figure should show that the `mainID` field comprises bits 0-7, and that the `mainID` value of \$00 is reserved.

---

## Clarification

The *Toolbox Reference* documentation of the `SetHandleSize` call (\$1902) states "If you need more room to lengthen a block, you may compact memory or purge blocks." This is misleading. In fact, to satisfy a request the Memory Manager will compact memory or purge blocks in order to free sufficient contiguous memory. Therefore, the sentence should read "If your request requires more memory than is available, the Memory Manager may compact memory or purge blocks, as needed."

---

## New features in the Memory Manager

The Memory Manager allocates handles much faster than before. The Memory Manager remembers the last handle allocated, and starts its search for new memory from that location, resulting in improved allocation time.

---

## Out-of-memory queue

The **out-of-memory queue** allows application code to gracefully recover from low-memory conditions in the system. The out-of-memory queue consists of a series of **out-of-memory routines**, which are created and installed by application programs. When the Memory Manager cannot create a handle from memory currently available, it calls each of the out-of-memory routines. These routines can then either free up memory that is not crucial to the function of an application, or notify the application that it is time to tell the user to save and exit.

When the Memory Manager encounters a low-memory condition, it performs the following steps:

1. Invokes each out-of-memory routine until a routine reports that it has freed enough memory to satisfy the request. If a routine does free enough memory, the Memory Manager then allocates the handle and returns control to the calling application.
2. Compacts memory and retries the allocation. If the allocation is successful, the Memory Manager returns control to the calling application.
3. Purges Level 3 handles. If this frees enough memory, the Memory Manager compacts memory, allocates the handle, and returns to the calling application.
4. Purges Level 2 handles. If this frees enough memory, the Memory Manager compacts memory, allocates the handle, and returns to the calling application.
5. Purges Level 1 handles. If this frees enough memory, the Memory Manager compacts memory, allocates the handle, and returns to the calling application.
6. Again invokes each out-of-memory routine. If a routine frees enough memory, the Memory Manager allocates the handle and returns to the application. Otherwise, the Memory Manager reports an out-of-memory condition to the application.

Note that the Memory Manager may invoke an out-of-memory routine twice during the same low-memory condition. In the invocation parameter block for an out-of-memory routine, the Memory Manager passes a flag indicating whether this is the first or second time through the out-of-memory queue. By examining this flag, routines can react differently based upon the urgency of the low-memory condition.

Any application, desk accessory, or init that installs an out-of-memory routine must also remove that routine from the out-of-memory queue. Add routines to the queue with the `AddToOOMQueue` tool call; remove them with the `RemoveFromOOMQueue` tool call.

Out-of-memory routines may use any Memory Manager tool call. However, routines that must issue calls that allocate memory (such as `NewHandle`) should reserve the needed memory at initialization, so that the space will be available during a low-memory condition. For example, if you want your out-of-memory routine to save some user data to disk before purging a memory block, your application should reserve enough memory for the file open before installing the routine. When the routine gains control, it can then free the reserved memory, issue the file system calls, and purge the unneeded application memory without creating a recursive low-memory condition. See the code example for sample application and out-of-memory routine code.

An out-of-memory routine must be preceded by a header formatted as follows:

\$00	Reserved	Long—Used by system as link to next queue item
\$04	version	Word—Must be set to 0
\$06	signature	Word—Header signature, to ensure integrity—set to \$A55A

<b>version</b>	Allows system to discriminate between current and future types of out-of-memory routines. Must be set to 0.
<b>signature</b>	Used by the system to ensure that the header is well-formed. The value of this field must be \$A55A.

The out-of-memory routine code must immediately follow the `signature` word. If the Memory Manager finds an invalid header for any out-of-memory routine, it terminates with a system death error code of \$0209.

When the out-of-memory routine gets control, the Memory Manager will have formatted the input stack as follows:

<i>Previous contents</i>	
— <i>Space</i> —	Long—Space for result
— <i>bytesNeeded</i> —	Long—Number of bytes the Memory Manager needs
<i>stage</i>	Word—Flagword indicating stage of low-memory condition
— <i>RTLAddr</i> —	3 Bytes—Return address
	<—SP

<b>stage</b>	Indicates the stage of the low-memory condition. This flag allows the routine to determine whether this is the first or second invocation for this condition. If the field is set to 0, then this is the first invocation, and the Memory Manager has not done anything else. If the field is set to 1, then this is the second invocation for this low-memory condition, and the Memory Manager will report an out-of-memory condition to the calling application if it cannot find enough memory to satisfy the request.
--------------	--

The out-of-memory routine must strip off the input parameters and return the number of bytes freed in the space provided. On exit, therefore, the routine should format the stack as follows:

<i>Previous contents</i>		
-	<i>amountFreed</i>	-
-	<i>RTLAddr</i>	-
		<—SP

### Out-of-memory Routine example

The following code example has two parts: the first shows how your application can install a routine in the out-of-memory queue; the second is a sample out-of-memory routine.

```

;
; first allocate a handle with enough memory for our low memory exit
; this example will use a 16k handle

        pha                ; room for result
        pha
        PushLong #$4000    ; size of handle
        PushWord MyID      ; my applications ID
        PushWord #0        ; no bits set, unlocked and moveable
        PushLong #0        ; address (Not used)
        _NewHandle
        PullLong ResvHand ; and pull off the reserve handle

        PushLong #MyOOMRtn ; address of the OOM header
        _AddToOOMQueue

        stz OOMFlag        ; zero our low memory indicator

```

Note that this application maintains the `OOMFlag` field in its global storage area.



The following is the actual out-of-memory queue entry itself. It has been written for the MPW™ Apple IIGS assembler.

```

;
; This is the OOMQueue header for our routine
;
MyOOMRtn    Record
            dc.L 0                ; used by queue manager
            dc.W 0                ; OOMEntry version
            dc.W $A55A           ; queue entry signature
            EndR
;
; Now for my out-of-memory routine
;
MyOOM       proc
;
; first set up the equates for the stack frame passed to us by the
;           memory mgr
;
RTLAdr      equ 1                ; return address we will go back to
Stage       equ RTLAdr+3        ; indicates when called
BytesNeeded equ Stage+2         ; number of bytes the mem mgr needs
Result      equ BytesNeeded+4   ; return number of bytes freed
;
; before we start we should zero out the result
;
            lda #0
            sta Result,s         ; zero the result on the stack
            sta Result+2,s
;
; Since this routine can be called before and after purging data
; we want to wait till the memory manager has purged everything it can
; before we panic so the first thing we do is test the Stage
;
            lda Stage,s         ; get the passed stage
            beq OOMEnd          ; if 0 then don't free anything
;
; Now that we know that the memory manager has tried everything else,
; we test to see if we have done this before by testing
; the OOMFlag
;
            lda >OOMFlag        ; must use long address DB=unknown
            bne OOMEnd          ; if non-zero then memory already free

```

```
;
; since we know that we have not freed the reserve memory yet
;     we will do so now and set the flag.
;
    PushLong >ResvHand      ; handle to our reserve space
    _DisposeHandle         ; and dispose of it

    lda #$FFFF              ; now set our flag to true
    sta >OOMFlag            ; so that the event loop knows low mem

    lda #$4000              ; and signal the memory manager how
    sta Result,s            ; much mem we freed
;
; Now return to the memory manager first adjusting the stack to remove
the
;     passed params
;
OOMEnd

    LongA Off                ; turn on 8 bit accumulator
    SEP #$20

    pla                      ; load the return address for safe
    ply                      ; keeping for a sec

    plx                      ; now pull off 6 bytes of parameters
    plx
    plx

    phy                      ; put the return addr back
    pha
    LongA On                 ; turn on 16 bit accumulator
    REP #$20

    RTL                      ; and return
```

---

## New Memory Manager calls

`RealFreeMem` is a new Memory Manager call designed to provide accurate information about available memory. Other new Memory Manager calls support the out-of-memory queue.

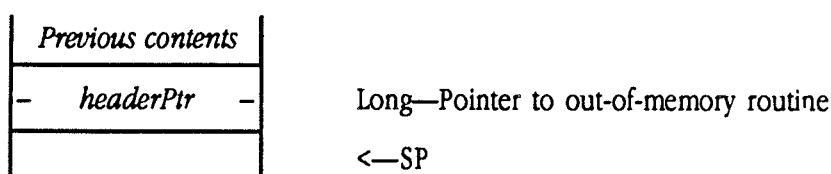
---

### **AddToOOMQueue** \$0C02

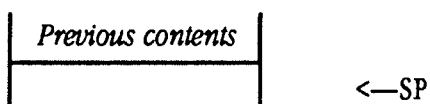
Adds the specified out-of-memory routine to the head of the out-of-memory queue. The input routine pointer should contain the address of the routine header block.

#### Parameters

Stack before call



Stack after call



<b>Errors</b>	\$0381	<code>invalidTag</code>	Correct signature value not found in header
---------------	--------	-------------------------	---

```
C
extern pascal void AddToOOMQueue(headerPtr);

Pointer headerPtr;
```

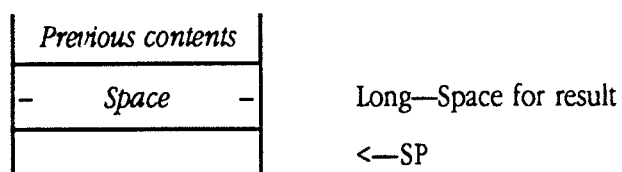
---

**RealFreeMem** \$2F02

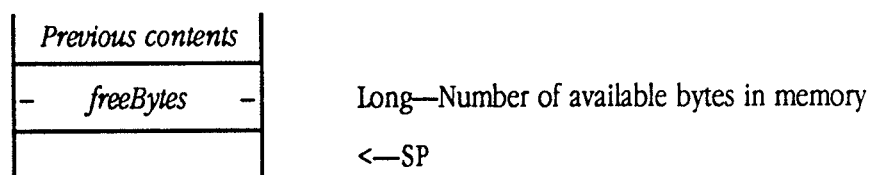
Returns the number of bytes in memory that are free, plus the number that could be made free by purging. `FreeMem` only returns the number of bytes that are actually free, ignoring memory that is occupied by unlocked purgeable blocks. Since unlocked blocks of allocated memory can be freed by purging, `FreeMem` does not provide an accurate picture of the memory that is actually available. `RealFreeMem` provides a more accurate value.

**Parameters**

Stack before call



Stack after call



**Errors**                None

**C**                        `extern pascal Long RealFreeMem();`

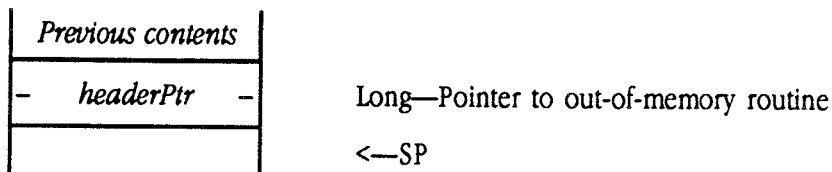
---

**RemoveFromOOMQueue \$0D02**

Removes the specified out-of-memory routine from the queue. The input routine pointer should contain the address of the routine header block.

**Parameters**

Stack before call



Stack after call



<b>Errors</b>	\$0381	invalidTag	Correct signature value not found in header
	\$0380	notInList	Specified routine not found in queue

**C**

```
extern pascal void RemoveFromOOMQueue(headerPtr);

Pointer headerPtr;
```

## Chapter 37 **Menu Manager Update**

This chapter documents new features of the Menu Manager. The complete reference to the Menu Manager is in Volume 1, Chapter 13 of the *Apple IIGS Toolbox Reference*.

---

## Error corrections

- In the description of the `SetSysBar` tool call (pages 13-86 and 13-3), the *Toolbox Reference* states that, after an application issues this call, the new system menu bar becomes the current menu bar. This is incorrect. Your application must issue the `SetMenuBar` tool call to make the new menu bar the current menu bar.
- In the definition of the menu bar record (pages 13-17–18), the *Toolbox Reference* shows that bits 0–5 of the `ctlFlag` field are used to indicate the starting position for the first title in the menu bar. This is incorrect. The `ctlHilite` field defines the starting position for the first title. Note further that the entire `ctlHilite` field is used in this manner. The documented purpose of the `ctlHilite` field (number of highlighted titles) is not supported by the Menu Bar record.

---

## Clarifications

- The `SetBarColors` tool call changes the color table for all menu bars in a window. If you want to use separate color tables for different menu bars, your application must build a menu bar color table and modify the `ctlColor` field of the appropriate control record to point to this custom color table. See “SetBarColor” in Chapter 13, “Menu Manager,” in Volume 1 of the *Toolbox Reference* for the format and contents of a menu bar color table.
- The description of the `InsertMenu` tool call should also note that your application must call `FixMenuBar` before calling `DrawMenuBar` in order to display the modified menu bar.
- The description of the `InitPalette` tool call in the *Toolbox Reference* should also note that the call changes color tables 1 through 6 to correspond to the colors needed for drawing the Apple logo in its standard colors.
- The `CalcMenuSize` call uses the *newWidth* and *newHeight* parameters to compute a menu's size. These parameters may contain the width and height of the menu, or may contain the values \$0000 or \$FFFF. A value of \$0000 tells `CalcMenuSize` to calculate the parameter automatically. A value of \$FFFF tells it to calculate the parameter only if the current setting is 0.

The effect of all three uses:

- **Pass the new value.** The value passed will become the menu's size. Use this method when a specific menu size is needed.
- **Pass \$0000.** The size value will be automatically computed. This option is useful if menu items are added or deleted, rendering the menu's size incorrect. The menu's height and width can be automatically adjusted by calling `CalcMenuSize` with *newWidth* and *newHeight* equal to \$0000.
- **Pass \$FFFF.** The width and height of a menu is 0 when it is created. `FixMenuBar` calls `CalcMenuSize` with *newWidth* and *newHeight* equal to \$FFFF to calculate the sizes of those menus with heights and widths of 0.



---

## New features in the Menu Manager

This section lists several new features of the Menu Manager, and some information that was not previously clear.

- Menus in windows can now display the Apple character (ASCII \$14), though it will not be multicolored.
- Menus now use their outline color for lines that separate menu items.
- The `NewMenuBar` call automatically sets bit 31 of the `ctlOwner` field in the menu bar record to 1, if the designated menu bar is a window menu bar (the value passed for the window is not 0).
- The default position for the first menu title in a menu bar is 10 pixels indented from the left edge of the screen, in 640 mode; in 320 mode the item is indented 5 pixels.
- The Menu Manager's justification procedures adjust for menu bars in windows. Menus will be moved to the left if they would otherwise appear to the right of the menu bar's right end.
- The default menu bar has the following coordinates: top = 0; left = 0; height = 13; width = the width of the screen.
- `MenuShutDown` does not return an error if the Menu Manager has already been shut down.
- Your application can now create empty menus. To create an empty menu, set the first byte in the first menu line item to either null (\$00) or return (\$0D), signifying the end of the menu definition. For example:

```
dc.b '$$ Empty Menu \N1',$00 ; menu title and ID
dc.b $00                      ; first character in first
                              ; item to null (or return)
                              ; indicates end of menu def.
```

Or, using a menu template:

```
EmptyMenu
dc.W 0                      ; version
dc.W 1                      ; menu id
dc.W 0                      ; menu flag
dc.L Title                  ; menu title
dc.L $00000000             ; indicates end of item list
Title str 'Empty Menu'
```

- The Menu Manager now correctly supports outline and shadow text styles. As a result, the existing *Toolbox Reference* description of the `setMenuItemStyle` tool call, and the menu text style word defined in that description, is now correct.

In addition, the Menu Manager now supports two new special characters for menu definition:

- Outline the text
- Shadow the text

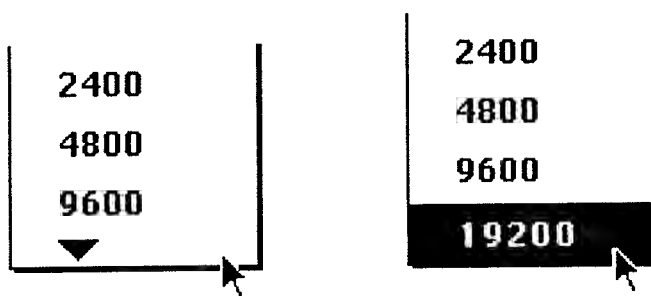
Other special characters are listed on page 13-14 of Volume 1 of the *Toolbox Reference*. Note that this feature requires the QuickDraw II Auxiliary Tool Set.

- Menus now scroll up or down if their items will not fit on the screen. When a menu is scrollable in a direction, an arrow indicator appears at the appropriate end of the menu, signifying that there are more items available. See Figure 37-1.

The indicator does not highlight, but the menu contents scroll when the user drags over it. When the last item is displayable, the indicator disappears. Indicators may appear at both the top and bottom of a menu, if appropriate.

Menus scroll at two speeds, depending upon where the user drags in the indicator. If the user drags within the first five pixels of an indicator, scrolling runs at its slow speed. Dragging anywhere beyond this point results in fast scrolling.

- **Figure 37-1** Scrolling menus with indicator at bottom



- ◆ **Note:** If your application defines menus within a moveable window, dragging that window close to the bottom of the screen may force some of the menus to be scrollable. If there is not room for three visible items (up and down indicators and one menu item), then the menu will drop below the visible screen area.

- The menu record has been slightly modified. The `firstItem` and `numOfItems` byte fields have been combined into a single word field, `numOfItems`, at offset \$0C into the record. This field specifies the number of items in the menu.
- Bit 8 of the flag field in the menu record is now defined as the `alwaysCallmChoose` flag. When this flag is set to 1, the Menu Manager calls the `mChoose` routine in the `defProc` for a custom menu even when the mouse is not within the menu rectangle. This feature supports tear-off menus.
- Keyboard equivalents and check marks now appear in plain text regardless of the style of the associated menu item.
- The Menu Manager can now handle large fonts in menus.

---

## Menu caching

The current version of the Menu Manager introduces new menu caching features. Menu caching is designed to provide faster display of menus under certain circumstances. When a menu is drawn on the screen, the area of the screen that it covers is copied into a buffer. When the menu goes away, the contents of the buffer are copied back to the screen.

With the menu caching feature, when the saved screen image is copied back to the screen, the menu that goes away is copied into the buffer. In other words, the Menu Manager swaps the menu image with the screen image. Therefore, the next time that menu is pulled down, the Menu Manager can copy it from the buffer instead of drawing a new image.

If the menu image changes—for example, an item is disabled or the items on the menu change—then the cached image is inaccurate, and the Menu Manager must redraw the menu. In those cases where a menu image does not change, the menu bar can respond to the user more quickly.

Menu caching should not increase memory requirements, because menu images are purgeable when not displayed on the screen.

This menu caching scheme should work properly with all existing standard menus. You will have to alter custom menus, however, so that they can take advantage of menu caching. Custom menus will still function normally, as long as they do not change the menu record directly, but they will not be able to take advantage of the menu caching scheme to speed up display.

Caching does not work with menus in windows, so the `InsertMenu` call automatically disables caching for such menus.

---

## Caching with custom menus

Bit 3 of the `MenuFlag` field in a menu record indicates whether a menu's definition procedure knows about caching. A value of 1 indicates that the menu in question is cacheable. A custom menu that uses caching must define a menu record that sets this flag and allocates an extra field, a handle to the cache in which the menu image will be stored, as shown in the following figure.

\$00	menuID	Word—Menu's ID number
\$02	menuWidth	Word—Width of menu
\$04	menuHeight	Word—Height of menu
\$06	menuProc	Long—Pointer to menu definition procedure
\$0A	menuFlag	Byte—Flags (bit 3 set to 1 for cached menus)
\$0B	menuRes	Byte—Reserved
\$0C	numOfItems	Word—Number of menu items
\$0E	titleWidth	Word—Width of title
\$10	titleName	Long—Pointer to title string for menu
\$14	menuCache	Long—Handle to cache for menu image

---

## Pop-up menus

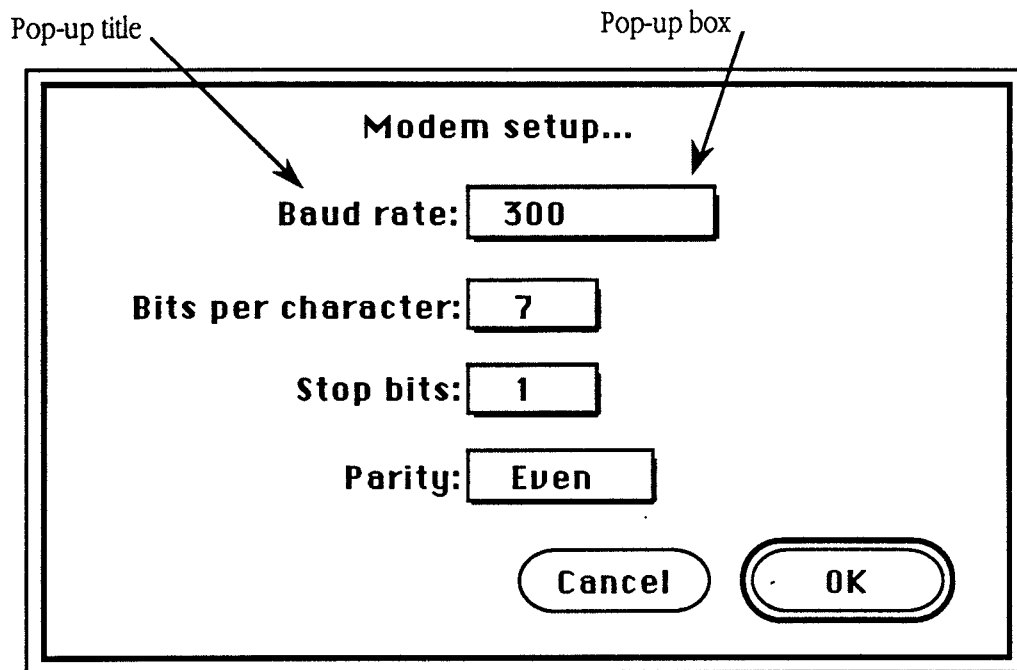
Menu Manager now supports **pop-up menus**. Pop-up menus exist in a window, not in the menu bar. Figure 37-2 shows a window with pop-up menus. The screen representation of a pop-up is a box with a one-pixel-thick drop shadow. When the user clicks the mouse inside the pop-up box, the menu appears, with the current value highlighted under the arrow, as shown in Figure 37-3. If the menu has a title, the title is highlighted whenever the menu is visible.

Pop-up menus work in the same way as other menus: the user can move around within the menu, select an item by positioning over it, or not select any item by dragging outside the menu. Pop-up menus support scrolling, if it is needed to view all the menu items. Pop-up menus are useful for setting values or choosing from lists of related values.

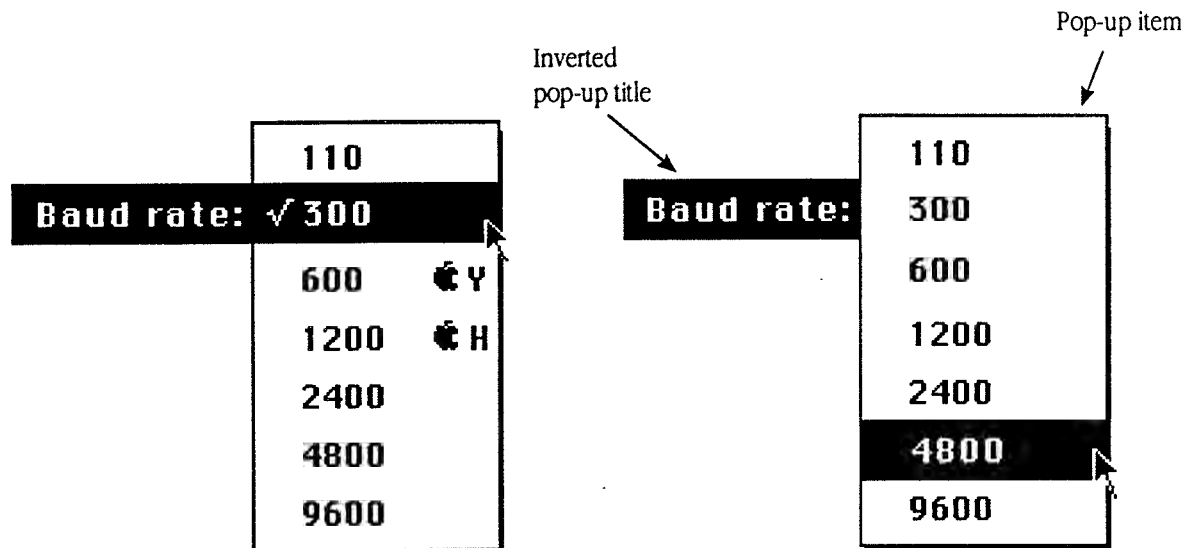
Pop-up menus support most of the standard features and calls available with standard menus:

- Pop-up menu items support keystroke equivalents. Pop-up menus will display the equivalent (Apple logo with character). Note that if a pop-up item's keystroke equivalent conflicts with a standard menu item equivalent, the pop-up menu may not receive the keystroke. TaskMaster passes the keystroke to the system first, unless the `tmControlKey` flag in the `wmTaskMask` field of the task record is set to 0 (do not pass keys to controls in the active window).
- Pop-up menu items can be dimmed to indicate that they are disabled and cannot be chosen.
- Each item in a pop-up menu can have its own text styles.

■ **Figure 37-2** Window with pop-up menus



■ **Figure 37-3** Dragging through a pop-up menu

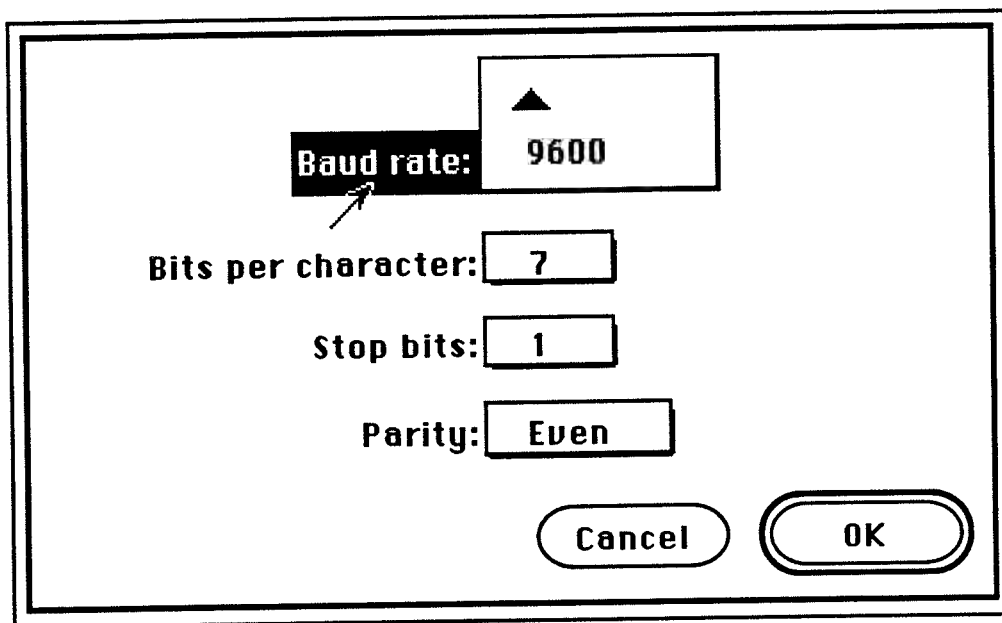


### Pop-up menu scrolling options

There are two types of pop-up menus, which are distinguished by their support for scrolling: **type 1** pop-up menus and **type 2** pop-up menus.

The Menu Manager determines the size rectangle into which to draw a **type 1** pop-up menu based upon the relative position of the current item within the menu and the window constraints of the pop-up menu (see Figure 37-4). The Menu Manager draws the pop-up menu with the current item highlighted and positioned adjacent to the menu title. The menu extends up and down only as far as is necessary to display the remaining items in each direction, and indicators as appropriate, within the boundary rectangle for the window. Therefore, with type 1 pop-up menus, it is possible to obtain a display such as that shown in Figure 37-4, where the user can display only a single item.

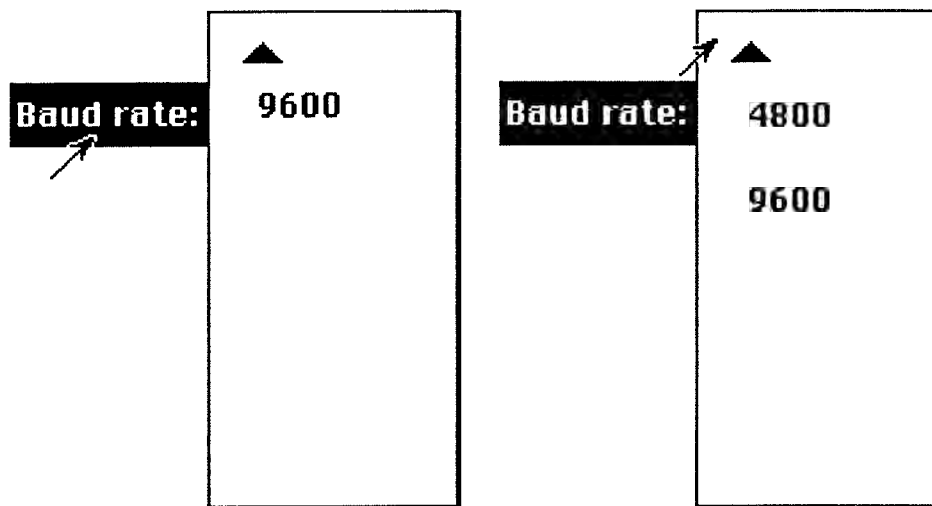
■ **Figure 37-4** Type 1 pop-up menu



When the Menu Manager needs to make a **type 2** pop-up menu scrollable, it creates a menu that is long enough to receive all the menu items, within the bounds of the screen. In this manner, the user never sees a menu with too few item lines to be useful. Figure 37-5 shows how the Baud rate pop-up menu from Figure 37-4 would appear if it had been defined as a type2 pop-up menu.



■ **Figure 37-5** Type 2 pop-up menu



By dragging over the scroll indicator, the user can eventually scroll all menu items that will fit on the screen into view, regardless of menu proximity to top or bottom of screen.

### How to use pop-up menus

Your application can define pop-ups in two ways: either as controls or menus.

If your application defines its pop-ups as controls, using the `NewControl2` Control Manager tool call, then drawing, updating, resizing, and tracking will all be handled by `TaskMaster` and `TrackControl` automatically. `TaskMaster` will also deal with any keystroke equivalents you have defined. See Chapter 28, "Control Manager Update," for details on how to create a pop-up control template and invoke `NewControl2`.

If, on the other hand, your application defines its pop-ups as menus, it gains flexibility but has more responsibility. Your application must draw the pop-up box and title, highlight the title, recognize mouse-down events in the pop-up box or title, and change the current entry in response to user choices. Your application must also deal with keystroke equivalents. Once your program detects a mouse-down event inside the Pop-up box or title, it must call `PopupMenuSelect` to display the menu and track the mouse. This call returns the item ID of the selected item (0 if none selected). Your program can use this item ID to determine which item was selected. Your program must pass this item ID to `PopupMenuSelect` the next time the user clicks in the pop-up.

- ◆ *Note:* When you create a pop-up control with `NewControl2`, calling `SetMItem`, `SetMItem2`, `SetMItemName`, `SetMItemName2`, `SetMItemStyle`, `SetMenuTitle` or `SetMenuTitle2` does not change the appearance of the pop-up until the pop-up is redrawn. If your application changes the pop-up title, the system does not change the control rectangle to account for a length change. To resize the control rectangle, your program must dispose of the existing control and create a new one with `NewControl2`.

Table 37-1 lists the Menu Manager routines that work with pop-up menus. Refer to the call descriptions in either the *Toolbox Reference* or in this chapter for details on each call.

■ **Table 37-1** Menu Manager calls that work with pop-up menus

---

`CalcMenuSize`  
`CheckMItem`  
`CountMItems`  
`DeleteMItem`  
`DisableMItem`  
`EnableMItem`  
`GetMenuFlag`  
`GetMenuTitle`  
`GetMHandle`  
`GetMItem`  
`GetMItemFlag`  
`GetMItemMark`  
`GetMItemStyle`  
`GetMTTitleWidth`  
`InsertMItem`  
`SetMenuBar`  
`SetMenuFlag`  
`SetMenuID`  
`SetMenuTitle`  
`SetMenuTitle2`  
`SetMItem`  
`SetMItem2`  
`SetMItemBlink`

SetMItemFlag  
SetMItemMark  
SetMItemName  
SetMItemName2  
SetMItemStyle  
SetMTitleWidth

Each of the routines listed in Table 37-1 operate on the current menu bar. If your application defined its pop-ups using `NewControl2`, then it must set the pop-up to be the current menu, by issuing the `SetMenuBar` call and specifying the control handle for the pop-up as input.

If your application uses `PopUpMenuSelect`, rather than `NewControl2`, then it must insert the pop-up menu into the current menu bar by calling `InsertMenu`, issue the desired Menu Manager tool calls, then remove the pop-up menu from the menu bar by calling `DeleteMenu`. Your program passes the handle to the pop-up menu to each of these routines.

## New Menu Manager data structures

The new Menu Manager calls allow you to define menus using **templates**, analogous to the templates used by the `NewControl` Control Manager tool call, which can then be stored in fixed memory, in allocated memory referenced by handle, or in resources. When using any of these new calls, your program must specify the input data according to these templates.

- ◆ *Note:* Any strings referenced in these data structure descriptions are Pascal strings. Note as well that all flag bit definitions are backward compatible. That is, no existing bits have been redefined. In addition, note that the `menuFlag` field is now defined as a word, rather than a byte. The byte following the old `menuFlag` byte, `menuRes`, was never used, and has been collapsed into `menuFlag`.

### Menu item template

Figure 37-6 shows the template that defines the characteristics of a menu item. Use it with new Menu Manager calls that require menu item templates.

■ **Figure 37-6** Menu item template

\$00	version	Word—Version number for template; must be set to 0
\$02	itemID	Word—Menu item ID
\$04	itemChar	Byte—Primary keystroke equivalent character
\$05	itemAltChar	Byte—Alternate keystroke equivalent character
\$06	itemCheck	Word—Character code for checked items
\$08	itemFlag	Word—Menu item flag word
\$0A	itemTitleRef	Long—Reference to item title string

**version** Identifies the version of the menu item template. The Menu Manager uses this field to distinguish between different revisions of the menu item template. Must be set to 0.

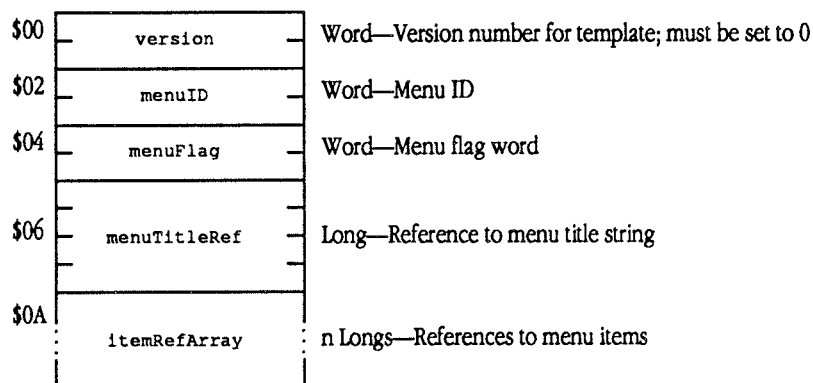
<code>itemID</code>		Unique identifier for the menu item. See Chapter 13, "Menu Manager," in the <i>Toolbox Reference</i> for information on valid values for <code>itemID</code> .
<code>itemChar, itemAltChar</code>		These fields define the keystroke equivalents for the menu item. The user can select the menu item by pressing the Command key along with the key corresponding to one of these fields. Typically, these fields contain the upper and lower case ASCII codes for a particular character. If you only have a single key equivalence, set both fields with that value.
<code>itemCheck</code>		Defines the character to be displayed next to the item when it is checked.
<code>itemFlag</code>		Bit flags controlling the display attributes of the menu item. Valid values for <code>itemFlag</code> are:
<code>titleRefType</code>	bits 14–15	Defines the type of reference in <code>itemTitleRef</code> : 00 - Reference is pointer 01 - Reference is handle 10 - Reference is resource ID 11 - Invalid value
Reserved	bit 13	Must be set to 0
<code>shadow</code>	bit 12	Indicates item shadowing: 0 - No shadow 1 - Shadow
<code>outline</code>	bit 11	Indicates item outlining 0 - Not outlined 1 - Outlined
Reserved	bits 8–10	Must be set to 0
<code>disabled</code>	bit 7	Enables or disables the menu item: 0 - Item enabled 1 - Item disabled
<code>divider</code>	bit 6	Controls drawing divider below item: 0 - No divider bar 1 - Divider bar
<code>XOR</code>	bit 5	Controls how highlighting is performed: 0 - Do not use XOR to highlight 1 - Use XOR to highlight item
Reserved	bits 3–4	Must be set to 0
<code>underline</code>	bit 2	Controls item underlining: 0 - Do not underline item 1 - Underline item

<code>italic</code>	bit 1	Indicates whether item is italicized 0 - Not italicized 1 - Italicized
<code>bold</code>	bit 0	Indicates whether item is drawn bold: 0 - Not bold 1 - Bold
<code>itemTitleRef</code>	Reference to title string for menu item. The <code>titleRefType</code> bits in <code>itemFlag</code> indicate whether <code>itemTitleRef</code> contains a pointer, a handle, or a resource ID. If <code>itemTitleRef</code> is a pointer, then the title string must be a Pascal string. Otherwise, the Menu Manager can retrieve the string length from control information in the handle.	

## Menu template

Figure 37-7 shows the menu template, which defines the characteristics of a menu, including its menu item references. Use it with new Menu Manager calls that require menu templates.

■ **Figure 37-7** Menu template



**version** Identifies the version of the menu template. The Menu Manager uses this field to distinguish between different revisions of the template. Must be set to 0.

**menuID** Unique identifier for the menu. See Chapter 13, “Menu Manager,” in the *Toolbox Reference* for information on valid values for menuID.

**menuFlag** Bit flags controlling the display and processing attributes of the menu. Valid values for menuFlag are:

**titleRefType** bits 14–15 Defines the type of reference in menuTitleRef:

- 00 - Reference is pointer
- 01 - Reference is handle
- 10 - Reference is resource ID
- 11 - Invalid value

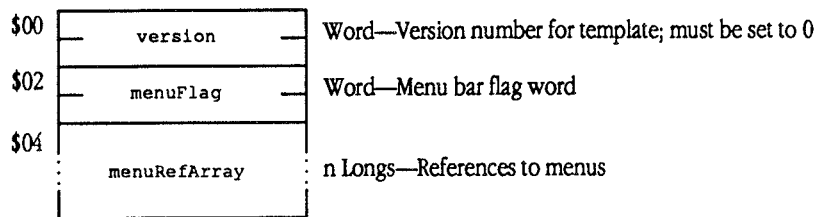
<code>itemRefType</code>	bits 12–13	Defines the type of reference in each entry of <code>itemRefArray</code> (all array entries must be of the same type): 00 - References are pointers 01 - References are handles 10 - References are resource IDs 11 - Invalid value
Reserved	bits 9–11	Must be set to 0
<code>alwaysCallmChoose</code>	bit 8	Causes the Menu Manager to call a custom menu <code>defProc mChoose</code> routine even when the mouse is not in the menu rectangle (supports tear-off menus): 0 - Do not always call <code>mChoose</code> routine 1 - Always call <code>mChoose</code> routine
<code>disabled</code>	bit 7	Enables or disables the menu: 0 - Menu enabled 1 - Menu disabled
Reserved	bit 6	Must be set to 0
<code>XOR</code>	bit 5	Controls how selection highlighting is performed: 0 - Do not use XOR to highlight 1 - Use XOR to highlight item
<code>custom</code>	bit 4	Indicates whether custom or standard menu: 0 - Standard menu 1 - Custom menu
<code>allowCache</code>	bit 3	Controls menu caching: 0 - Do not cache menu 1 - Menu caching allowed
Reserved	bits 0–2	Must be set to 0
<code>menuTitleRef</code>	Reference to title string for menu. The <code>titleRefType</code> bits in <code>menuFlag</code> indicate whether <code>menuTitleRef</code> contains a pointer, a handle, or a resource ID. If <code>menuTitleRef</code> is a pointer, then the title string must be a Pascal string. Otherwise, the Menu Manager can retrieve the string length from control information in the handle.	
<code>itemRefArray</code>	Array of references to the menu items for the menu. The <code>itemRefType</code> bits in <code>menuFlag</code> indicate whether the entries in the array are pointers, handles, or resource IDs. Note that all array entries must contain the same reference type. The last entry in the array must be set to \$00000000.	



## Menu bar template

Figure 37-8 shows the menu bar template, which defines the characteristics of a menu bar, including its menu references. Use it with new Menu Manager calls that require menu bar templates.

■ **Figure 37-8** Menu bar template



version	Identifies the version of the menu bar template. The Menu Manager uses this field to distinguish between different revisions of the template. Must be set to 0.	
menuBarFlag	Bit flags controlling the display and processing attributes of the menu bar. Valid values for menuBarFlag are:	
menuRefType	bits 14–15	Defines the type of reference in each entry of menuRefArray (all array entries must be of the same type): 00 - References are pointers 01 - References are handles 10 - References are resource IDs 11 - Invalid value
Reserved	bits 0–13	Must be set to 0
menuRefArray	Array of references to the menus for the menu bar. The menuRefType bits in menuBarFlag indicate whether the entries in the array are pointers, handles, or resource IDs. Note that all array entries must contain the same reference type. The last entry in the array must be set to \$00000000.	

---

## New Menu Manager calls

The following sections discuss the various new Menu Manager tool calls in alphabetical order by call name.

---

### **GetPopUpDefProc** \$3B0F

Returns a pointer to the control definition procedure for pop-up menus. Your application should not issue this call.

The system issues this call during Control Manager start up processing in order to obtain the address of the pop-up menu definition procedure.

#### Parameters

Stack before call

<i>Previous contents</i>	
- <i>Space</i> -	Long—Space for result
	<—SP

Stack after call

<i>Previous contents</i>	
- <i>defProcPtr</i> -	Long—Pointer to control procedure
	<—SP

**Errors**                None

**C**                      `extern pascal Pointer GetPopUpDefProc();`

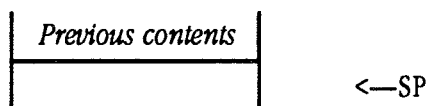
---

**HideMenuBar** \$450F

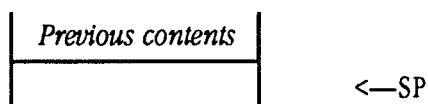
Hides the system menu bar, by adding the menu bar to the desktop region. This call sets the invisible flag for the menu bar, resets scan lines 2 through 9 (which had been changed to correctly display the colors of the Apple logo), and refreshes the desktop. The system ignores all subsequent calls to `DrawMenuBar` or `FlashMenuBar`, since the menu bar is invisible. Use the `ShowMenuBar` call to make the menu bar visible again.

**Parameters**

Stack before call



Stack after call



**Errors**                None

**C**                      `extern pascal void HideMenuBar();`

---

**InsertMItem2** \$3F0F

---

Inserts a menu item into a menu after a specified menu item or at the top of the menu. This call accepts a menu item template for its input specification.

**Parameters**

Stack before call

Previous contents	
<i>refDescriptor</i>	Word—Defines type of reference in <i>menuItemTRef</i>
– <i>menuItemTRef</i> –	Long—Reference to menu item template
<i>insertAfter</i>	Word—ID of item after which to insert this item
<i>menuNum</i>	Word—ID of menu into which to insert item
	<—SP

Stack after call

Previous contents	
	<—SP

**Errors**                None

**C**                        extern pascal void InsertMItem2 (refDescriptor,  
                              menuItemTRef, insertAfter, menuNum);

Word            refDescriptor, insertAfter, menuNum;  
Long            menuItemTRef;

*refDescriptor*        Indicates the type of reference stored in *menuTRef*. Valid values are:

- 0     Reference is a pointer
- 1     Reference is a handle
- 2     Reference is a resource ID

*insertAfter*           Specifies ID of item after which the new item is to be inserted. In order to insert the new item at the top of the menu, set this field to 0. To insert at the end, set this field to \$FFFF.



---

**NewMenuBar2 \$430F**

Creates a default menu bar with no menus. This call accepts a menu bar template for its input specification.

The upper-left corner of the default menu bar matches the port, and is as wide as the screen. The bar is 13 pixels high.

Note that passing a NIL value for the *windowPtr* parameter creates a menu bar that is not inside a window, but does not automatically replace the current menu bar. In order to create a new system menu bar and make it current, you must issue the following tool calls:

```
NewMenuBar2 ()
SetSysBar          /* use menuBarHandle from NewMenuBar2 */
SetMenuBar (NIL)
```

**Parameters**

Stack before call

<i>Previous contents</i>		
-	<i>Space</i>	-
	<i>refDescriptor</i>	
-	<i>menuBarTRef</i>	-
-	<i>windowPtr</i>	-

Long—Space for result  
 Word—Defines type of reference in *menuBarTRef*  
 Long—Reference to menu bar template  
 Long—Pointer to port for window; NIL for system menu bar  
 <—SP

Stack after call

<i>Previous contents</i>		
-	<i>menuBarHandle</i>	

Long—Handle for new menu bar  
 <—SP

**Errors**                None

**C**                    `extern pascal Long NewMenuBar2 (refDescriptor,  
                                 menuBarTRef, windowPtr);`

```
Word      refDescriptor;  
Long      menuBarTRef;  
Pointer    windowPtr;
```

*refDescriptor* Indicates the type of reference stored in *menuBarTRef*. Valid values are:

- 0 Reference is a pointer
- 1 Reference is a handle
- 2 Reference is a resource ID

---

**PopUpMenuSelect** \$3C0F

---

Draws highlighted titles and handles user interaction when the user clicks on a pop-up menu.

You specify the pop-up with the handle returned by `NewMenu` or `NewMenu2`.

- ◆ *Note:* The system draws the pop-up menu into the port that is active at the time you issue the `PopUpMenuSelect` call. The menu is constrained by the intersection of the port rectangle, the visible region, and the clip region. By altering any of these you can change the constraints on the menu.

**Parameters**

Stack before call

<i>Previous contents</i>	
<i>Space</i>	Word—Space for result (Item ID)
<i>selection</i>	Word—Item ID of current menu selection
<i>currentLeft</i>	Word—Global coordinate value of left edge of pop-up menu
<i>currentTop</i>	Word—Global coordinate value of top of current selection
<i>flag</i>	Word—Flag word for call
<i>- menuHandle -</i>	Long—Menu handle
	<—SP

Stack after call

<i>Previous contents</i>	
<i>itemID</i>	Word—Item ID of new selection (0 if none)
	<—SP

**Errors**

None



**C**                    `extern pascal Word PopUpMenuSelect(selection,`  
                              `currentLeft, currentTop, flag,`  
                              `menuHandle);`

                     Word            `selection, currentLeft, currentTop, flag;`  
                      Long            `menuHandle;`

*selection*            Defines the current selection in the menu. Set to 0 if no item is currently selected. The initial value is the default value for the menu, and is displayed in the pop-up rectangle of "unpopped" menus. You specify an item by its ID, that is, its relative position within the array of items for the menu (see Chapter 37, "Menu Manager Update," for information on the layout and content of the pop-up menu template). If you pass an invalid item ID then no item is displayed in the pop-up rectangle.

*currentLeft, currentTop*    Define the left edge of the pop-up and the top of the current selection, global coordinates.

*flag*                    Flag word for the tool call. Bits are defined as follows:

Reserved	bits 7-15	Must be set to 0
<i>type2</i>	bit 6	Indicates whether pop-up is type 1 or type2: 0 - Type 1 menu (no white space added) 1 - Type 2 menu (white space added)
Reserved	bits 0-5	Must be set to 0

*menuHandle*            The handle of the pop-up menu. The Menu Manager returned this value to your application from `NewMenu` or `NewMenu2`.

---

**SetMenuTitle2 \$400F**

Specifies the title for a menu. This call accepts a reference to the title string that can be a pointer, handle, or resource ID.

**Parameters**

Stack before call

Previous contents	
<i>refDescriptor</i>	Word—Defines type of reference in <i>titleRef</i>
— <i>titleRef</i> —	Long—Reference to title string for menu
<i>menuNum</i>	Word—ID of menu to receive title
	<—SP

Stack after call

Previous contents	
	<—SP

**Errors**                None

**C**                        extern pascal void SetMenuTitle2(*refDescriptor*,  
                                 *titleRef*, *menuNum*);

Word            *refDescriptor*, *menuNum*;  
Long            *menuItemTRef*;

*refDescriptor*        Indicates the type of reference stored in *titleRef*. Valid values are:

- 0    Reference is a pointer
- 1    Reference is a handle
- 2    Reference is a resource ID

---

**SetMItem2** \$410F

---

Specifies the name for a menu item. This call accepts a menu item template for its input specification.

**Parameters**

Stack before call

<i>Previous contents</i>	
<i>refDescriptor</i>	Word—Defines type of reference in <i>menuItemTRef</i>
– <i>menuItemTRef</i> –	Long—Reference to menu item template
<i>menuItem</i>	Word—ID of item to be changed
	<—SP

Stack after call

<i>Previous contents</i>	
	<—SP

**Errors**                None

**C**                        extern pascal void SetMItem2(refDescriptor,  
                              menuItemTRef, menuItem);

Word            refDescriptor, menuItem;  
Long            menuItemTRef;

*refDescriptor*        Indicates the type of reference stored in *menuItemTRef*. Valid values are:

- 0    Reference is a pointer
- 1    Reference is a handle
- 2    Reference is a resource ID

*menuItem*              Specifies the menu item to be changed. Note that you can change the item ID by specifying a different item number in the menu item template. The Menu Manager will apply the item ID from the template to the item to be changed.

## SetMItemName2 \$420F

Specifies the name of a menu item . This call accepts a reference to a title string that can be a pointer, handle, or resource ID.

## Parameters

Stack before call

<i>Previous contents</i>	
<i>refDescriptor</i>	Word—Defines type of reference in <i>titleRef</i>
— <i>titleRef</i> —	Long—Reference to menu item title
<i>menuItem</i>	Word—ID of item to be changed
	<—SP

### Stack after call

←SP

<b>Errors</b>	None
---------------	------

```
C      extern pascal void SetMItemName2(refDescriptor,  
                                     titleRef, menuItem);
```

```
Word    refDescriptor, menuNum;
Long    titleRef;
```

**refDescriptor** Indicates the type of reference stored in *titleRef*. Valid values are:

- 0 Reference is a pointer
- 1 Reference is a handle
- 2 Reference is a resource ID

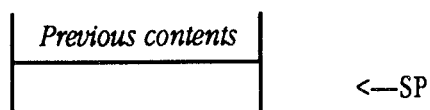
---

**ShowMenuBar** \$460F

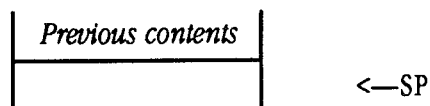
Reveals the system menu bar, by subtracting the menu bar from the desktop region. This call also resets the `invisible` flag for the menu bar, resets scan lines 2 through 9 (to correctly display the colors of the Apple logo), and draws the menu. Use the `HideMenuBar` call to make the menu bar invisible.

**Parameters**

Stack before call



Stack after call



**Errors**            None

**C**                `extern pascal void ShowMenuBar();`

## Chapter 38 **MIDI Tool Set**

This chapter documents the MIDI Tool Set. This is a new tool set; it was not documented in the *Apple IIGS Toolbox Reference*.

---

## About the MIDI Tool Set

The Apple IIGS MIDI Tool Set provides a software interface between the Apple IIGS and external synthesizers and other musical equipment that accepts the **Musical Instrument Digital Interface (MIDI)** protocol. The MIDI Tool Set has the following key attributes:

- **Hardware independence**

The MIDI Tool Set is hardware-independent. It uses a separately loaded device driver to communicate with the hardware interface that connects the Apple IIGS to an external MIDI device. This driver-based design frees applications from referencing the specifics of the MIDI hardware interface. Applications that use the MIDI Tool Set can therefore run on Apple IIGS systems with different MIDI interfaces.

- **Interrupt-driven operation**

The MIDI Tool Set is interrupt-driven and can transfer MIDI data in the background while other tasks take place in the foreground. For example, it is possible to write an application that enables a user to edit MIDI data while simultaneously playing a sequence. MIDI applications that use the tool set need not provide interrupt handlers since they are provided by the MIDI Tool Set.

- **Accurate clock**

The MIDI Tool Set provides a high-speed, high-resolution clock. If an application needs precise timing, it can use the MIDI Tool Set clock to provide time-stamps accurate to within 76 microseconds. The clock uses one of the **Digital Oscillator Chip (DOC)** generators and the first 256 bytes of DOC RAM. When the clock is not in use, the MIDI Tool Set releases the DOC generator and RAM. See Chapter 47, "Sound Tool Set Update," for more information about the Digital Oscillator Chip.

- **Fast response**

The tool set automatically polls incoming MIDI data, and receives the data without loss at speeds up to one byte per 320 microseconds—as long as interrupts are never disabled for more than 270 microseconds. If your application must disable interrupts for longer than this interval, you can use the `MidiInputPoll` vector to retrieve incoming data explicitly.

- **Multiple formats**

The tool set supports two input and output formats. When the application retrieves MIDI data in raw mode, it receives the data bytes exactly as they appear in the input stream, but with length and time-stamp data added. In packet mode, the MIDI Tool Set expects to receive MIDI data packets, but will perform some additional cleanup to make those packets complete.

- **Error checks**

The MIDI Tool Set provides error-checking and reports a variety of error conditions, including reception of MIDI packets with an incorrect number of data bytes.

- **Real-time and background commands**

The MIDI Tool Set can report real-time commands to an application immediately. This feature enables the application to process real-time commands as they occur, for interactive control of musical instruments.

- **Intelligent NoteOff commands**

The tool set's NoteOff commands can turn off all notes that are playing or only those it has turned on. They can do this on all channels or only on specified channels.

- **Variable clock frequency**

You can change the time base for MIDI timestamps, thereby varying the tempo of played data (see the description of the `miSetFreq` function of the `MidiClock` tool call later in this chapter for more information).

- **User definable service routines**

You can enhance the functionality provided by the MIDI Tool Set by providing your own service routines. The MIDI Tool Set calls these routines under a variety of defined circumstances. See "MIDI Tool Set service routines" later in this chapter for more information.

- ◆ *Note:* The Note Synthesizer, the Note Sequencer, and the MIDI Tool Set refer to the software tools provided with the Apple IIGS, not to any separate instrument or device. The MIDI tools are software tools for use in controlling external instruments, which may be connected through a MIDI interface device.

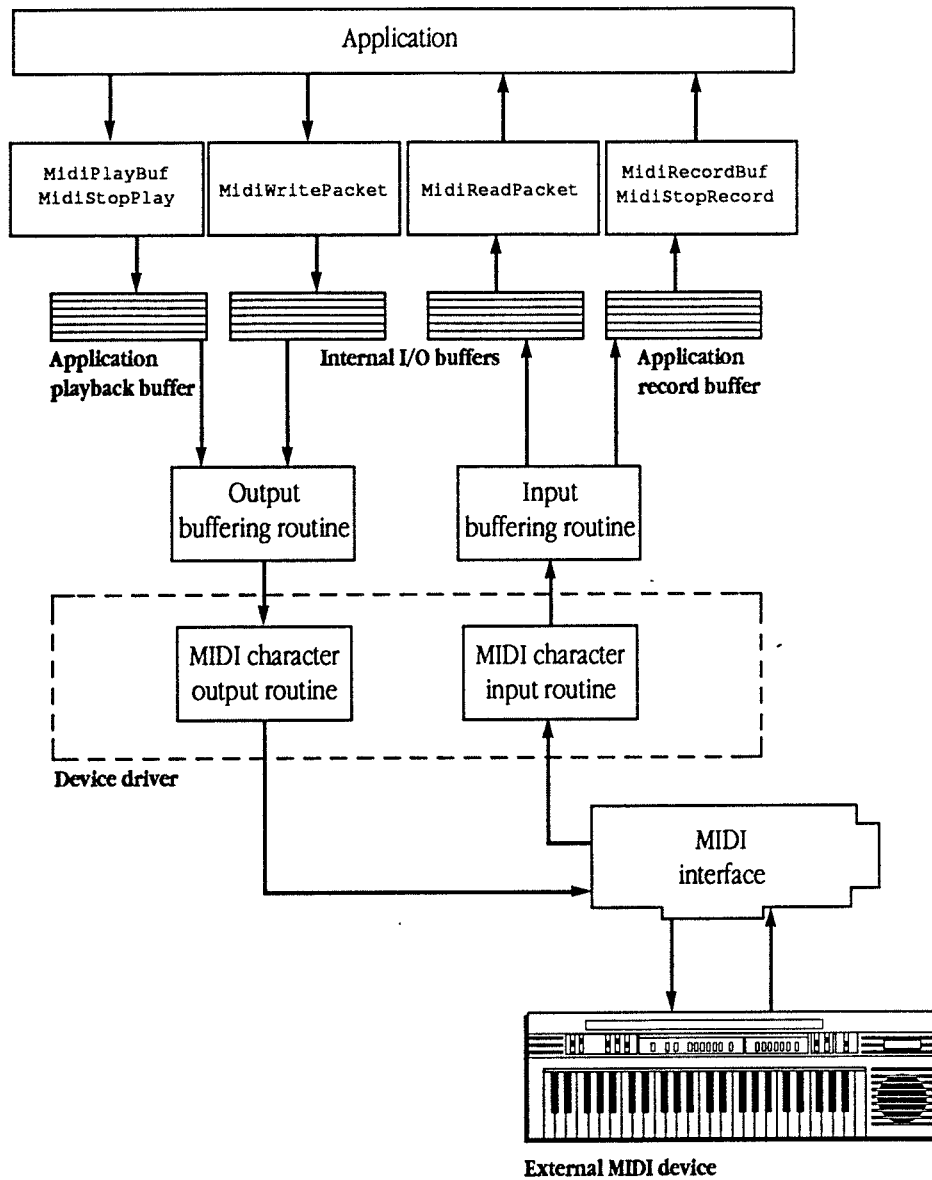


---

## Using the MIDI Tool Set

This section describes the basic steps involved in using the MIDI Tool Set to interact with external musical instruments. Following the initial overview discussion are several code examples, demonstrating techniques for performing many key MIDI Tools functions.

Figure 38-1 illustrates some of the relationships between a typical MIDI application, the MIDI Tool Set, MIDI device drivers, and a MIDI interface card.

■ **Figure 38-1** MIDI application environment

Before using the MIDI Tool Set, you must install the tool set and its associated drivers using the Installer utility.

To use the MIDI Tool Set, you must first start it up with the `MidiStartUp` call. Then you must load a MIDI device driver by using the `MidiDevice` call. The tool set loads the driver separately so that its operation is independent of the particular MIDI interface that connects the Apple IIGS to the external MIDI instrument.

MIDI device drivers are normally found in the `*/SYSTEM/DRIVERS` directory, and end with the suffix `.MIDI`. Apple currently supplies the `APPLE.MIDI` and `CARD6850.MIDI` drivers; the first driver supports the Apple MIDI Interface, and the second supports plug-in 6850-based **Asynchronous Communications Interface Adapter (ACIA)** cards.

After the application loads the MIDI device driver, it must make the `MidiControl` call to allocate input and output buffers for `MidiReadPacket` and `MidiWritePacket` calls. Note that if the application never calls `MidiReadPacket`, it need not allocate an input buffer, and if it never calls `MidiWritePacket`, it need not allocate an output buffer.

The MIDI Tool Set is now ready to send or receive MIDI data. However, the application must explicitly start the MIDI input and output processes, using the appropriate options of the `MidiControl` tool call.

The application can start or stop MIDI data transfer at any time. Once started, the input and output processes continue without intervention until stopped by the application. They run in the background so that other processes, such as interaction with the user, can run unimpeded in the foreground. The tool set enables the programmer to switch the processes on or off at any time because MIDI data transfer incurs considerable processor overhead, and a programmer might want to disable it under some circumstances to improve the application's performance on other tasks.

The MIDI input process fills the MIDI Tool Set's input buffer with data packets as they arrive. The application must periodically retrieve the data from the buffer by making calls to `MidiReadPacket`. Similarly, the MIDI output process transmits the data placed in the tool set's output buffer by application with calls to `MidiWritePacket`. The Apple IIGS can simultaneously send and receive MIDI data packets.

When you use the `MidiClock` call to start the MIDI Tool Set's clock, the tool set begins stamping each data packet with a time value it retrieves from its clock process. This clock is actually a DOC generator that the MIDI Tool Set allocates with the `Note Synthesizer AllocGen` call. Start the MIDI clock before starting the input process, because the `MidiClock` function disables interrupts long enough to interfere with correct reception of MIDI data.

The clock is very fast; a tick occurs every 76 microseconds at the default settings. MIDI data packets receive a time-stamp consisting of the value of the clock when they are received. `MidiWritePacket` receives a packet with a time-stamp attached and writes it to the output buffer, and the MIDI Tool Set transfers the packet only when the current value of the clock is greater than the output data's time-stamp.

If the clock is stopped, MIDI input data receive time-stamps equal to the value of the stopped clock, and only MIDI data with time-stamps less than the value of the stopped clock can be sent.

If you want to read and write MIDI packets in real time, in response to user events, you do not need the MIDI clock.

You can start or stop the MIDI clock or the input and output processes at any time, so that you can budget processor resources intelligently. The input, output, and clock processes consume a great deal of processor time, and so limit the processing power available to tasks that execute during their operation.

---

## Tool dependencies

The MIDI Tool Set uses Note Synthesizer calls to allocate a DOC generator for its clock. If your application does not use the MIDI Tool Set clock, you need not start up the Note Synthesizer to use the MIDI Tool Set. If your application is not using the MIDI Tool Set clock or `MidiInputPoll`, then it can start up and shut down the Note Synthesizer as needed, but the Note Synthesizer must be started up if you use the MIDI clock or the `MidiInputPoll` vector.

The Sound Tools must be started to use the MIDI tools.

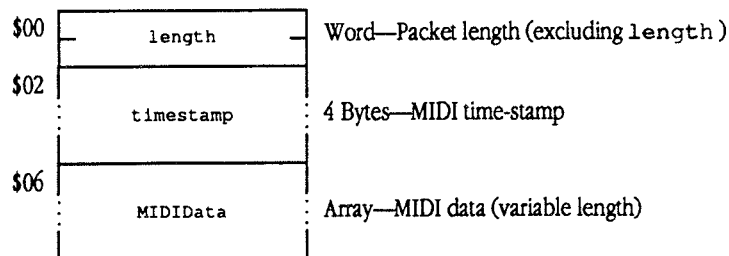
Refer to Chapter 51, "Tool Locator Update," for information about the specific version requirements the MIDI Tool Set has for other tool sets.

---

## MIDI packet format

MIDI data sent and received using the MIDI Tool Set must always be formatted into valid MIDI Tool Set packets. The tool set handles this for incoming data; your application must format outgoing data according to the packet layout described in this section.

The first 2 bytes of a packet contain a byte count of the MIDI data in the packet, plus the 4-byte time-stamp. The next 4 bytes are the time-stamp, and are equal to the value of the MIDI clock at the time the packet was received. The remaining bytes are the actual MIDI data:



A NoteOn command might look like this (in hex notation):

07 00 24 63 03 00 90 40 5C

The first 2 bytes are the length in bytes of the MIDI data packet plus the 4-byte time-stamp. In this case the MIDI packet is 3 bytes, so the length value is 7. The next 4 bytes contain the time-stamp, and the MIDI data follow.

The result of a `MidiReadPacket` call on this packet is 9—the 7 bytes counted in the length word plus the 2 bytes of the length word itself.

If the current input mode is MIDI packet mode, the first byte of the MIDI data is always a MIDI status byte. If a received MIDI packet does not contain a valid status byte, the MIDI Tool Set inserts the current status at the beginning of the packet.

`MidiReadPacket` never returns real-time commands in packet mode; they are always passed to the real-time command routine installed by `MidiControl`. See “MIDI Tool Set service routines” later in this chapter for more information.

In raw mode the MIDI data are returned to the application just as they are received from the MIDI interface. The MIDI protocol allows MIDI devices to omit the status byte unless it has changed from its last value. The status byte may appear anywhere in the stream because it may be received only when it changes. MIDI devices may also omit the \$F7 value at the end of a MIDI System Exclusive command; the \$F7 value always appears at the end of a System Exclusive command in packet mode, but not necessarily in raw mode.

In raw mode, the maximum number of MIDI data bytes that `MidiReadPacket` passes to the application is 4. Therefore, the longest packet it can pass is 10 bytes in length—2 length bytes, 4 time-stamp bytes, and 4 MIDI data bytes. In packet mode, System Exclusive packets may be of any length.

`MidiReadPacket` also returns real-time commands in raw mode unless a real-time vector is installed. See “`MidiControl`” later in this chapter for more information.

---

## MIDI Tool Set service routines

Your program can contain service routines that the MIDI Tool Set will invoke under certain defined circumstances. By providing these service routines, you can tailor the functionality of the MIDI Tool Set to fit your particular needs. The MIDI Tool Set calls these routines under the following circumstances:

Real-time command routine	Called when the MIDI Tool Set receives a MIDI real-time command. You set the vector to this routine with the <code>miSetRTVec</code> function of the <code>MidiControl</code> tool call.
Real-time error routine	Called when the MIDI Tool Set encounters an error during real-time processing. You set the vector to this routine with the <code>miSetErrVec</code> function of the <code>MidiControl</code> tool call.
Input data routine	Called by the MIDI Tool Set to handle MIDI data received during processing of an <code>miStartInput</code> function request. You set the vector to this routine when you issue the <code>miStartInput</code> function of the <code>MidiControl</code> tool call.
Output data routine	Called by the MIDI Tool Set to obtain data to send during processing of an <code>miStartOutput</code> function request. You set the vector to this routine when you issue the <code>miStartOutput</code> function of the <code>MidiControl</code> tool call.

The following sections discuss each of these service routines in more detail.

## Real-time command routine

When the MIDI Tool Set receives MIDI real-time commands, it calls this service routine. The service routine must not enable interrupts, and if it runs for longer than 300 microseconds, it must call the MIDI polling vector at least every 270 microseconds. The only MIDI calls that the service routine should make are `MidiReadPacket` and `MidiWritePacket`.

Real-time MIDI data are passed to the service routine in the low-order byte of a word on the stack above the `RTL` address. This word must remain on the stack. When the service routine is called, the data bank register is set to the value it had when `MidiStartUp` was called, but the direct-page register points to one of the MIDI Tool Set's direct pages and must be preserved.

You set the vector to this routine with the `miSetRTVec` function of the `MidiControl` tool call.

### Parameters

Stack before call

<i>Previous contents</i>	
<i>MIDIData</i>	Word—Low-order byte contains MIDI real-time data
– <i>returnAddress</i> –	3 Bytes—RTL address
	<—SP

Stack after call

<i>Previous contents</i>	
<i>MIDIData</i>	Word—Low-order byte contains MIDI real-time data
– <i>returnAddress</i> –	3 Bytes—RTL address
	<—SP

## Real-time error routine

The MIDI Tool Set calls this routine in the event of a MIDI real-time error. This service routine must not enable interrupts. If it executes for longer than 300 microseconds, it must call the MIDI polling vector at least every 270 microseconds. It can call `MidiWritePacket` and `MidiReadPacket`, but no other MIDI tool calls.

The error is passed to the service routine in a word on the stack above the `RTL` address. This word must remain on the stack. When the service routine is called, the data bank register is set to the value it had when `MidiStartup` was called, but the direct page register points to one of the MIDI Tool Set's direct pages and must be preserved. When the MIDI Tool Set invokes this routine, there is very little space left on the stack.

You set the vector to this routine with the `miSetErrVec` function of the `MidiControl` tool call.

The service routine may receive the following error codes:

\$200A	<code>miClockErr</code>	MIDI clock wrapped to 0.
\$2084	<code>miDevNoConnect</code>	No connection to MIDI interface.

## Parameters

Stack before call

<i>Previous contents</i>	
<i>MIDIError</i>	Word—Error code
– <i>returnAddress</i> –	3 Bytes—RTL address
	<—SP

Stack after call

<i>Previous contents</i>	
<i>MIDIError</i>	Word—Error code
– <i>returnAddress</i> –	3 Bytes—RTL address
	<—SP



## Input data routine

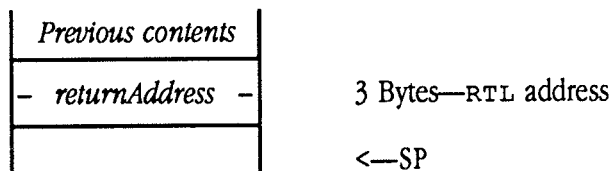
The MIDI Tool Set calls this routine during processing of the `miStartInput` function of the `MidiControl` tool call when the first packet is available in a previously empty input buffer. The service routine must not enable interrupts, and if it runs for longer than 300 microseconds, it must call `MidiInputPoll` at least every 270 microseconds. The only MIDI calls that the service routine should make are `MidiReadPacket` and `MidiWritePacket`.

When the service routine is called, the data bank register is set to the value it had when `MidiStartUp` was called, but the direct page register points to one of the MIDI Tool Set's direct pages and must be preserved. The system will call the service routine immediately if a complete MIDI packet is available in the input buffer when the `miStartInput` function of the `MidiControl` tool call is made.

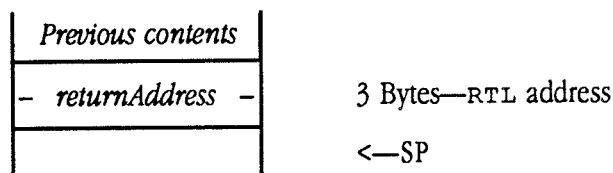
You set the vector to this routine when you issue the `miStartInput` function of the `MidiControl` tool call.

## Parameters

Stack before call



Stack after call



## Output data routine

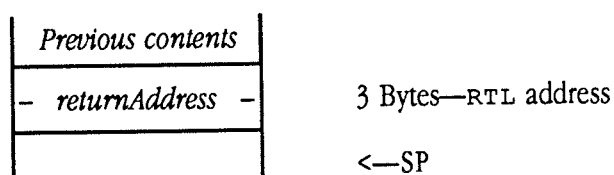
The MIDI Tool Set calls this routine during processing of the `miStartOutput` function of the `MidiControl` tool call when the output buffer becomes completely empty. The service routine must not enable interrupts, and if it runs for longer than 300 microseconds, it must call the MIDI polling vector at least every 270 microseconds. The only MIDI calls that the service routine should make are `MidiReadPacket` and `MidiWritePacket`.

When the service routine is called, the data bank register is set to the value it had when `MidiStartUp` was called, but the direct page register points to one of the MIDI Tool Set's direct pages and must be preserved.

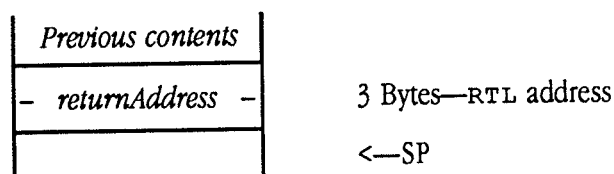
You set the vector to this routine when you issue the `miStartOutput` function of the `MidiControl` tool call.

### Parameters

Stack before call



Stack after call



---

## Starting up the MIDI Tool Set

The `MidiStartUp` call takes as arguments a word containing the Memory Manager ID number of the application that is starting up the tools, and a word containing the address of a three-page memory block in bank zero. The three-page block is used as the MIDI Tool Set's direct-page area, and it must be aligned on a page boundary.

```

/*
 * StartupTools()
 *
 * Starts up the MIDI Tool Set and all of the tools it
 * requires. For readability, this subroutine is presented
 * without the error-checking that would normally be performed
 * after each tool is started (call?).
 */

/* direct page use */
#define DPForSound      0x0000          /* needs 1 */
#define DPForMidi       0x0100          /* needs 3 */
#define DPForEventMgr   0x0400          /* needs 1 */
#define TotalDP         0x0500          /* total direct page use */

static word AppID;                      /* Apps Memory Manager ID */

void
StartupTools()
{
    static struct {
        word NumberOfTools;
        word Table[5*2];
    } ToolTable = {
        5,                               /* number of tools in list */
        1, 0x0101,                       /* Tool Locator */
        2, 0x0101,                       /* Memory Manager */
        8, miSTVer,                      /* Sound Tools */
        25, miNSVer,                    /* Note Synthesizer */
        miToolNum, 0x0000                /* Midi Tool Set */
    };
    MiDriverInfo DriverInfo;              /* device driver info */
    MiBufInfo InBufInfo, OutBufInfo;      /* I/O buffer information */

```

```
handle ZeroPageHandle;
ptr ZeroPagePtr;

TLStartUp();                      /* Tool Locator startup */
AppID = MMStartUp();              /* Memory Manager startup */

/* allocate direct pages for tools */
ZeroPageHandle = NewHandle((long) TotalDP,
                           (word) AppID,
                           (word) attrBank | attrPage | attrFixed
                           | attrLocked,
                           (long) 0);
ZeroPagePtr = *ZeroPageHandle;

EMStartUp((word) (ZeroPagePtr + DPForEventMgr), (word) 0,
          (word) 0,
          (word) 640,
          (word) 0,
          (word) 200,
          (word) AppID );

LoadTools(&ToolTable);            /* load RAM-based tools */

SoundStartUp((word) (ZeroPagePtr + DPForSound));
NSStartUp(0, 0L);
MidiStartUp(AppID, (word) (ZeroPagePtr + DPForMidi));
/* load device driver */
DriverInfo.slot = 2;              /* use the modem port */
DriverInfo.external = 0;          /* internal slot */
strcpy(DriverInfo.file, "\\p*/system/drivers/apple.midi");
MidiDevice(miLoadDrvr, &DriverInfo);
```

```

    /* allocate input and output buffers */
    InBufInfo.bufSize = 0;           /* default size */
    InBufInfo.address = 0;           /* MIDI Tool Set will
                                     allocate the buffer and
                                     set its actual address */

    MidiControl(miSetInBuf, &InBufInfo);
    OutBufInfo.bufSize = 0;          /* default size */
    OutBufInfo.address = 0;          /* MIDI Tool Set will
                                     allocate the buffer and
                                     set its actual address */

    MidiControl(miSetOutBuf, &OutBufInfo);
} /* end of StartupTools() */

```

---

## Reading time-stamped MIDI data

This example shows a simple method of recording time-stamped MIDI data as it is received. The example records incoming data until any key is depressed or until the MIDI Tool Set's internal data buffer is full, whichever comes first. The routine's data buffer should not be confused with the MIDI Tool Set's input buffer, which you allocate for MIDI data by using the `MidiControl` call.

```

/*
 * RecordMIDI()
 *
 * Record incoming MIDI data with time stamps into the
 * global buffer "AppMIDIBuffer" until the buffer is
 * full or the user presses the mouse button.
 */

#define BufSize      (20 * 1024)
char SeqBuffer[BufSize];
int BufIndex = 0;

```

```

void
RecordMIDI ()
{
    int PacketSize;                /* size of packet read */

    MidiControl(miFlushInput, 0L); /* discard contents
                                   of input buffer */
    MidiClock(miSetFreq, 0L);      /* set clock to
                                   default frequency */
    MidiClock(miSetClock, 0L);     /* clear the clock */
    MidiClock(miStartClock, 0L);   /* start the clock */
    MidiControl(miSetInMode,
                (long)miPacketMode); /* set MIDI input mode */
    MidiControl(miStartInput, 0L); /* start MIDI input */

    BufIndex = 0;

    while ( Button(0) == 0 )        /* until presses mouse */
    {
        PacketSize = MidiReadPacket(SeqBuffer+BufIndex,
                                    BufSize-BufIndex);

        if (_toolErr)
        {
            if (_toolErr == miArrayErr)
            {
                break;              /* our buffer is full */
            }
            else
            {
                printf("MIDI error %4.4X\n", _toolErr);
            }
        }
        else
        {
            BufIndex += PacketSize;
        }
    }
}

```

```

    /* stop recording */
    MidiControl(miStopInput, 0L);          /* stop MIDI input */
    MidiClock(miStopClock, 0L);           /* stop the clock */

    /* show user recording statistics */

    printf("Bytes recorded: %d\n",BufIndex);
    printf("Maximum bytes buffered: %ld\n",
           MidiInfo(miMaxInChars));
} /* end of RecordMIDI() */

```

This example is a simple subroutine that continuously plays previously recorded time-stamped MIDI data until the user presses any key.

```

/*
 * PlayMIDI()
 *
 * This routine repeatedly plays the MIDI data that was
 * previously recorded and stored into the global buffer
 * "SeqBuffer" until the user presses the mouse button.
 */

void
PlayMIDI()
{
    long FirstTime;
    int PlayIndex;

    if (BufIndex == 0)
    {
        printf("You must record or load MIDI data first\n");
        return;
    }

    /* find the first time stamp in the sequence and subtract
       a little */
    FirstTime = *((long *) (SeqBuffer+2));
    if (FirstTime > 0x200)
        FirstTime -= 0x200;
    else
        FirstTime = 0;
}

```

```

MidiControl(miFlushOutput, (long)(0xFFFF << 16));
/* empty output buffer */
MidiClock(miSetClock, FirstTime); /* set clock before
first time stamp*/
MidiClock(miStartClock, 0L); /* start clock */
MidiControl(miSetOutMode, (long)miPacketMode);
/* set output mode */
MidiControl(miStartOutput, 0L); /* start output */
PlayIndex = 0;

/* Repeatedly play song */
while ( Button(0) == 0 ) /* Until presses mouse */
{
    PlayIndex += MidiWritePacket(SeqBuffer + PlayIndex);
/* write next packet */
    if (PlayIndex == BufIndex) /* Time to repeat? */
    {
        while ( Button(0) == 0 && MidiInfo(miOutputChars))
            ; /* wait for the song to end */

        if (Button(0) || !LoopPlayback)
            break;
        MidiClock(miSetClock, FirstTime);
/* restart clock */
        PlayIndex = 0;
    }
}

MidiControl(miFlushOutput, 0x10L);
/* flush output buffer
& turn all notes off */
MidiClock(miStopClock, 0L); /* stop the clock */
MidiControl(miStopOutput, 0L); /* stop output */
} /* end of PlayMIDI() */

```



---

## Fast access to MIDI Tool Set routines

Because of the tight timing requirements of MIDI processing, there are many time-critical situations in which the overhead of a tool call can be problematic. When you need to save as much time as possible, you may want to call MIDI Tool Set routines directly and avoid the time needed to make a tool call. The following example demonstrates how to do this in 65816 assembly language. This example can save approximately 85 microseconds per call. This time saving can be very helpful in an application that makes numerous calls to `MidiReadPacket` and `MidiWritePacket`.

```
;
; look up the address of MidiWritePacket (as an example)
;
        pushlong #0           ; space for result
        pushword #0           ; system tool
        pushword #$0E20       ; tool and function number
        _GetFuncPtr
        pla
        sta MidiWriteAddr     ; save the address
        pla
        sta MidiWriteAddr+2
        .
        .
        .
;
```

```

; do this instead of _MidiWritePacket
;
        jsr MidiWriteGlue
        .
        .
        .
;
; IMPORTANT NOTE: The variable "MidiDP2" must contain the
; address of the second page of bank zero memory allocated for
; the MIDI Tool Set's direct page. If MidiStartUp is given
; a starting address of X, then MidiDP2 = X + $100.
;
MidiWriteGlue    jsr MidiWriteGlue1    ; push an extra RTL
;                                           address
;
;                               rtl
MidiWriteGlue1  lda MidiWriteAddr+1    ; simulate a Tool call
;                               pha      ; to MidiWritePacket
;                               phb
;                               lda MidiWriteAddr
;                               sta 1,s
;                               lda MidiDP2    ; the A register must
;                                           contain the address of
;                                           the MIDI Tool
;                                           Set's direct page address
;
;
;
GlueReturn      rtl
MidiWriteAddr    ds 4

```

---

## MIDI application considerations

This section contains advice on a number of topics, and is intended to help you create more satisfying MIDI applications.

### MIDI and AppleTalk

The MIDI Tool Set is not designed to operate with AppleTalk® enabled. The Apple IIGS is not fast enough to process both AppleTalk interrupts and MIDI interrupts simultaneously. If an application that uses the MIDI Tool Set runs with AppleTalk enabled, you should expect occasional MIDI input errors and output delays. For most programs, even one MIDI error is difficult to handle, so you should probably recommend that applications that use the MIDI Tool Set not be used with AppleTalk enabled.

### Disabling interrupts

Several tool calls that disable interrupts can cause loss of MIDI data. These include calls that access the disk drives, Event Manager calls, and Dialog Manager calls.

The rate of MIDI data transfer leaves little margin for error in the MIDI Tool Set's operation. The rate at which the tool set must retrieve MIDI data places great demands on the system's computational resources. If possible, an application should avoid disabling interrupts while reading MIDI data. If a program must disable interrupts while reading MIDI data, it should not do so for longer than 270 microseconds.

In cases where compliance with these restrictions is impossible, you can use the `MidiInputPoll` vector. This vector is provided for those applications that must disable interrupts for dangerously long periods. To call `MidiInputPoll`, execute a JSL to \$E101B2. If the MIDI Tool Set has not been started up, or if the MIDI input process has not been started, the vector will return immediately. Any MIDI data that were present on the call to the vector will appear in the input buffer that you allocated with `MidiControl`.

- ◆ *Note:* If you need the values of the A, X, and Y registers, you must save them yourself before calling the vector. The direct-page and data bank registers are preserved. `MidiInputPoll` must be called only in full native mode.

- ▲ **Warning** Do not call `MidiInputPoll` before loading the MIDI Tool Set in a system with a Sound Tool Set version earlier than 2.3 or system software earlier than 4.0. Doing so will cause a system failure. ▲

If you use the `MidiInputPoll` vector, you must ensure that it is called at least every 270 microseconds, or MIDI data may be lost. A call to the vector when no data are present returns in from 8 to 30 microseconds, and when data are present the vector can take up to 450 microseconds, at 150 microseconds per character read.

You can call `MidiReadPacket` and `MidiWritePacket` inside interrupt-service routines, because they perform polling automatically. Other tool sets do not perform MIDI polling, so MIDI applications should not make calls to other tool sets in interrupt-service routines.

- ▲ **Warning** Do not make MIDI Tool Set calls other than `MidiReadPacket` and `MidiWritePacket` from interrupt-service routines. Doing so can cause unpredictable system failure. ▲

Whenever possible, you should use MIDI interface cards that support MIDI data buffering. By storing some received data, these cards relieve the time constraints on your application.

## **MIDI and other sound-related tool sets**

If you use the recommended versions of the Note Synthesizer, Note Sequencer, and Sound Tool Set (see Chapter 51, "Tool Locator Update," for details), these tool sets are fully compatible with the MIDI Tool Set and do not cause MIDI data losses. It is possible to write programs that use the Note Sequencer to play notes on the internal voices of the Apple IIGS and on an external MIDI synthesizer while simultaneously accepting MIDI input from an external keyboard and translating it to Note Synthesizer commands to play the notes.

## **The MIDI clock**

This section discusses the technique currently used to generate MIDI time-stamps. Note that this technique may not be used on future Apple IIGS machines. Any application that employs a similar technique to implement timing may be incompatible with future systems.

Properly time-stamping MIDI input data requires a clock with resolution better than one millisecond. When a long stream of MIDI data is received in a short time period (such as when the user plays a large chord on a MIDI keyboard), each note must be accurately time-stamped. However, the Apple IIGS cannot process interrupts quickly enough to satisfy this requirement.

To provide a reasonable clock resolution, the Apple IIGS MIDI time-stamp is implemented using one of the system's DOC generators. The MIDI tool set loads the DOC with a 256-byte waveform consisting of consecutive values from \$01 to \$FF (followed by an additional byte of \$FF), and sets the DOC to play this waveform at zero volume. When a MIDI character is received, the time-stamping routine uses the value from this DOC for the low-order byte of the time-stamp. The system obtains the high-order 3 bytes from a counter that is incremented each time the DOC cycles through its waveform (once every 19.45 milliseconds at the default clock rate). This technique reduces the system interrupt load to a manageable level while also providing sufficiently fine clock resolution to correctly process MIDI data.

Because the MIDI clock is actually a DOC generator, you cannot use that generator while the clock is running; under these circumstances, only 13 generators are available for general use. The clock also uses the first 256 bytes of DOC RAM for its waveform, so running the clock reduces the memory available for application waveforms. While the clock is running you must not use the Sound Tool Set's free-form synthesizer (the `FFStartSound` call). The frequency and duration of Sound Tool Set interrupts also interferes with the MIDI Tool Set's ability to perform its services often enough to prevent data loss.

### Input and output buffer sizing

You should adjust the MIDI input buffer size for the amount of data you can expect to receive before the application processes it. Any process that competes with the application for processor time, such as Note Synthesizer calls to play complex envelopes, reduces the frequency at which the application can call `MidiReadPacket` and process the data in the input buffer. If the input buffer fills before it can be processed, data will be lost. Complex applications that use time-consuming tool calls therefore require large input buffers.

You can estimate the size of the needed input buffer from the size of the largest MIDI System Exclusive command you intend to receive. The default size of the input and output buffers is 8 KB. This is the size of two very large System Exclusive packets. You should choose a size that is large enough to accommodate two of the largest System Exclusive packets you expect to receive so that the MIDI tools can receive one packet and still have room for another. In packet mode, the MIDI Tool Set does not return a packet until it has received all of it, and MIDI data may continue to arrive while the tool set is returning the first packet.

The maximum buffer size is 32K, so your application may have to run the MIDI interface in raw mode (rather than packet mode) in order to support System Exclusive messages longer than 16KB.

You might want to keep statistics on the maximum number of data bytes in the input buffer in order to allow your application to adjust the input buffer size intelligently. Several MIDI Tool Set calls return information you can use for this purpose; see "MIDI Tool Calls" in this chapter for more detailed information on data returned by MIDI tool calls (especially the `miMaxInChars` and `miMaxOutChars` functions of the `MidiInfo` call).

### Loss of MIDI data

The Apple 6850 driver was designed to work with non-buffered interface cards. When you use this driver and the desktop interface you may lose MIDI data. To avoid this data loss, you can

- Use a different, buffered 6850-based MIDI card along with a driver that supports the card
- Prevent the user from moving the cursor or making menu selections when your program is recording MIDI data

### Number of MIDI interfaces

Note that the Apple IIGS can support only a single MIDI interface at a time. If you try to support more than one MIDI interface at the same time, you will lose MIDI data.

---

## MIDI Housekeeping calls

The following MIDI calls perform common tool set functions.

---

### **MidiBootInit** \$0120

Initializes the MIDI Tool Set; called only by the Tool Locator.

▲ **Warning** An application must never make this call.▲

**Parameters** This call has no input or output parameters. The stack is unaffected.

**Errors** None

**C** `extern pascal void MidiBootInit();`

---

**MidiStartUp** \$0220

Starts up the MIDI tools for use by an application. Applications should make this call before any other calls to the MIDI tools. Normally an application must next call `MidiDevice` to load a MIDI device driver, and then `MIDIControl` to allocate any necessary input or output buffers.

**Parameters**

Stack before call

<i>Previous contents</i>	
<i>userID</i>	Word—Application user ID (for the Memory Manager)
<i>dPageAddr</i>	Word—Beginning of MIDI direct-page space
	<—SP

Stack after call

<i>Previous contents</i>	
	<—SP

<b>Errors</b>	\$0812	<code>noSAppInitErr</code>	The Sound Tool Set has not been started up.
---------------	--------	----------------------------	---

**C**                    `extern pascal void MidiStartUp(userID, dPageAddr);`

Word                `userID, dPageAddr;`

*dPageAddr*        Must specify 3 pages of page-aligned direct-page space for the MIDI tools.



---

**MidiShutDown** \$0320

Shuts down the MIDI Tool Set. An application that uses the MIDI tools should make this call before it quits. `MidiShutDown` deallocates the input and output buffers, stops the MIDI clock and deallocates its generator, and shuts down the hardware interface. The call's actions take place immediately, so the application should take any necessary steps to see that all recent MIDI output has been sent before shutting down the tools (see the `MidiControl` call).

**Parameters**        This call has no input or output parameters. The stack is unaffected.

**Errors**            None

**C**                `extern pascal void MidiShutDown();`

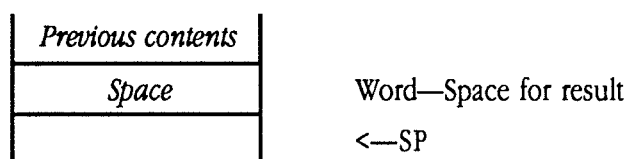
---

**MidiVersion** \$0420

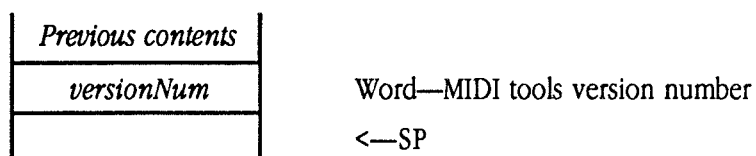
Returns the version number of the currently loaded MIDI tools. For information on the format of the returned *versionNum*, see Appendix A, "Writing Your Own Tool Set," in Volume 2 of the *Toolbox Reference*.

**Parameters**

Stack before call



Stack after call



**Errors**                None

**C**                      `extern pascal Word MidiVersion();`

---

**MidiReset** \$0520

Resets the MIDI tools; called by system reset.

This tool call causes the MIDI device driver reset routine to be invoked, in order to allow for reset-specific processing that may differ from shutdown processing.

▲ **Warning**     An application must never make this call.▲

**Parameters**     This call has no input or output parameters. The stack is unaffected.

**Errors**     None

**C**     `extern pascal void MidiReset();`

---

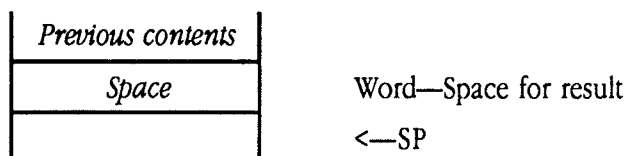
**MidiStatus** \$0620

Returns a Boolean value of TRUE if the MIDI tools are active and FALSE if they are not.

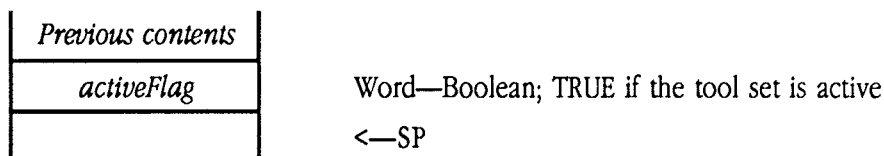
- ◆ *Note:* If your program issues this call in assembly language, initialize the result space on the stack to NIL. Upon return from `MidiStatus`, your program need only check the value of the returned flag. If the MIDI Tool Set is not active, the returned value will be FALSE (NIL).

**Parameters**

Stack before call



Stack after call



**Errors**                None

**C**                        `extern pascal Word MidiStatus();`

---

## MIDI tool calls

All the MIDI Tool Set calls are new calls, added to the toolbox since publication of the first two volumes of the *Apple IIGS Toolbox Reference*.

The routines used to work with the MIDI Tool Set are `MidiControl`, `MidiDevice`, `MidiClock`, `MidiInfo`, `MidiReadPacket`, and `MidiWritePacket`. Four of these calls are multifunction calls, which perform different actions depending on a control parameter passed to them. The workhorse of the group is `MidiControl`, which performs 18 different functions, depending on the control function parameter. The other multipurpose calls are `MidiDevice`, `MidiClock`, and `MidiInfo`.

---

**MidiClock** \$0B20

---

Controls operation of the optional time-stamp clock. The clock ticks once every 76 microseconds with default settings, and allows MIDI data to be input and output with precise timing. The *funcNum* parameter specifies which clock function to perform, and the *arg* parameter provides the argument to the selected function.

**Parameters**

Stack before call

Previous contents	
<i>funcNum</i>	Word—Specifies MidiClock function number
— <i>arg</i> —	Long—Argument passed to MidiClock function
	<—SP

Stack after call

Previous contents	
	<—SP

**Errors** See the MidiClock function descriptions below.

**C** extern pascal void MidiClock(funcNum, arg);

Word funcNum;  
Long arg;

*funcNum* Specifies the MidiClock function to be performed. Four different functions are provided for clock control. They are

- 0 miSetClock The value of *arg* becomes the new value of the time-stamp clock. The most significant bit of the *arg* parameter must be set to 0. There is a limit to the precision with which the clock can be set. The least significant byte of the time-stamp clock will always be 0 if the clock is stopped. If the clock is running, the value of the least significant byte will be undefined for the purposes of this call. The result is that an application can set the clock only to within 20 milliseconds of a particular value with the clock frequency at its default value.

**Errors** None

**1 miStartClock**

Allocates a DOC generator, writes consecutive values from \$01 through \$FF into the first page of the DOC RAM, and starts the clock. By default, the clock starts counting at 0. If the application stops the clock and restarts it, the clock starts with the same value it had when it stopped, unless the value is changed with an `miSetClock` call. Note that only the high-order 3 bytes are preserved; the low-order byte always starts at \$01. You should call `miStartClock` before `miStartInput` if you are using time-stamps.

Start the MIDI clock before starting to receive or transmit MIDI data. The process of starting the clock is time-consuming and disables interrupts, so it could cause MIDI data to be lost if it is done while the application is receiving a MIDI transmission. The Sound Tool Set and the Note Synthesizer *must* be loaded and started up before this call is issued.

**Errors**

\$0810	<code>noDOCFndErr</code>	No DOC or DOC RAM was found.
\$1921	<code>nsNotAvail</code>	No DOC generator was available.
\$1923	<code>nsNotInit</code>	The Note Synthesizer was not started.

**2 miStopClock**

Stops the MIDI time-stamp clock and releases the DOC generator and its associated RAM for use by the Note Synthesizer. The MIDI tools time-stamp MIDI data received while the clock is stopped with the value of the stopped clock in the high-order 3 bytes, and the low-order byte set to \$00. The MIDI tools will not send any output packets with time-stamps greater than the value of the stopped clock until the clock is restarted or reset.

**Errors**      None

- 3    `miSetFreq` Sets the frequency for the MIDI time-stamp clock. The *arg* parameter contains the number of clock ticks to be processed per second. Valid values lie in the range from 1 to 65,535; a 0 value specifies the default setting (13,160 ticks per second).

Since the clock frequency affects the rate of playback, be careful to set the clock frequency at playback to the same value that was used when the sequence was recorded, unless you intend to vary the tempo.

See the `MidiInfo` call for information about how to read the current clock frequency and value.

### Errors

\$2009	<code>miBadFreqErr</code>	Unable to set MIDI clock to the specified frequency (use the <code>MidiInfo</code> tool call to get the current value).
--------	---------------------------	---



---

**MidiControl \$0920**

Performs 18 different control functions required by the MIDI Tool Set.

The *funcNum* parameter selects which function is to be performed, and the *arg* parameter passes any argument required by that function.

**Parameters**

Stack before call

<i>Previous contents</i>	
<i>funcNum</i>	Word—Specifies MidiControl function number
— <i>arg</i> —	Long—Argument passed to MidiControl function
	<—SP

Stack after call

<i>Previous contents</i>	
	<—SP

**Errors** See the MidiControl function descriptions.

**C** `extern pascal void MidiControl(funcNum, arg);`

Word `funcNum;`

Long `arg;`

*funcNum* Specifies the MidiControl function to be performed:

0	miSetRTVec	Sets the real-time vector. The <i>arg</i> parameter contains the address of a service routine in the application. When the MIDI Tool Set receives MIDI real-time commands, it calls this service routine. A value of 0 in this parameter disables the service routine. See "MIDI Tool Set service routines" earlier in this chapter for more information on the real-time command routine.
---	------------	--

**Errors** None

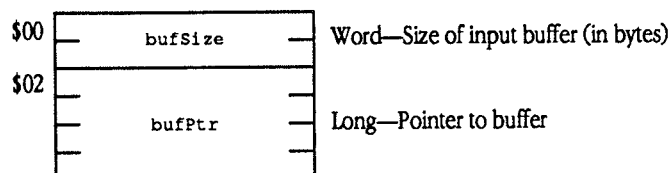
1 `miSetErrVec`

Sets the real-time error vector. The *arg* parameter contains the address of a service routine in the application. The MIDI Tool Set calls this routine in the event of a MIDI real-time error. A value of 0 in the parameter disables the service routine. See “MIDI Tool Set service routines” earlier in this chapter for more information on the real-time error routine.

**Errors**      None

2 `miSetInBuf`

Sets the MIDI input buffer. The *arg* parameter contains a pointer to a 6-byte record. The fields of this record are



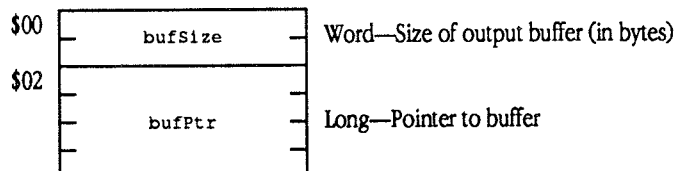
If the `bufPtr` parameter is set to 0, the MIDI Tool Set will allocate the input buffer. If the `bufSize` parameter is set to 0, the MIDI tools will allocate a buffer 8 KB in size. Note that these parameters are independent; your program may set either one of them to 0. If the application allocates the buffer, it must be nonpurgeable, in a fixed location, and must not cross bank boundaries. The size must be greater than or equal to 32 bytes and less than or equal to 32 KB.

**Errors**

\$2002      `miArrayErr`    Array was an invalid size.  
Memory Manager errors      Returned unchanged.

3 `miSetOutBuf`

Sets the MIDI output buffer. The *arg* parameter contains a pointer to a 6-byte record. The fields of this record are



If the `bufPtr` parameter is set to 0, the MIDI Tool Set will allocate the output buffer. If the `bufSize` parameter is set to 0, the MIDI Tool Set will allocate a buffer 8 KB in size. Note that these parameters are independent; your program may set either one of them to 0. If the application allocates the buffer, it must be nonpurgeable, in a fixed location, and must not cross bank boundaries. The size must be greater than or equal to 32 bytes and less than or equal to 32KB.

**Errors**

\$2002	<code>miArrayErr</code>	Array was an invalid size.
	Memory Manager errors	Returned unchanged

4 `miStartInput`

Starts an interrupt-driven process that reads MIDI data into the MIDI Tool Set's input buffer. Any data being received when this call is made are discarded until the first MIDI status byte is received. An application can retrieve these data with a `MidiReadPacket` call. The *arg* parameter contains the address of a service routine to be called when the first packet is available in a previously empty input buffer. The system will call the service routine immediately if a complete MIDI packet is available in the input buffer when this function is called. A value of 0 disables this service routine.

**Errors**

\$2007	<code>miNoBufErr</code>	No buffer allocated.
\$200C	<code>miNoDevErr</code>	No device driver loaded.

5 `miStartOutput`

Starts an interrupt-driven process that writes application MIDI data to the MIDI Tool Set's output buffer. Your application uses `MidiWritePacket` calls to queue data to this process. The *arg* parameter contains the address of a service routine called when the output buffer becomes completely empty. A value of 0 disables this service routine.

**Errors**

\$2007	<code>miNoBufErr</code>	No buffer allocated.
\$200C	<code>miNoDevErr</code>	No device driver loaded.

6 `miStopInput`

Causes the MIDI Tool Set to ignore MIDI data until the next `miStartInput` call.

**Errors**      None

7 `miStopOutput`

Halts MIDI output until the next `miStartOutput` call.

**Errors**      None

8 `miFlushInput`

Discards the contents of the current input buffer.

**Errors**

\$2007	<code>miNoBufErr</code>	No buffer allocated.
--------	-------------------------	----------------------

9 `miFlushOutput`

Discards the contents of the current output buffer. The *arg* parameter selects the method:

<i>arg</i> value	Action
\$0000 00XX	Wait for the current packet to finish transmission, then turn off all notes that have not been turned off in channel XX. If XX = \$10, turn off notes in all channels.
\$0001 00XX	Wait for current packet to finish transmission, then turn off all possible notes (pitch \$00 through \$7F) in channel XX. If XX = \$10, turn off notes in all channels. Note that this option may take several seconds to complete.
\$FFFF XXXX	Discard the contents of the output buffer immediately without turning off any notes.

Some synthesizers may require a short delay between the high-speed NoteOff commands generated by this function. In such cases, use the `miSetDelay` function of this tool call to control that delay. The NoteOff side-effect can be useful for shutting off notes.

#### Errors

\$2005      `miOutOffErr` MIDI output disabled.  
 \$2007      `miNoBufErr` No buffer allocated.

#### 10 `miFlushPacket`

If there is a complete packet in the input buffer, this call discards that packet. If there is no complete packet available, this call does nothing. This call is especially useful for discarding large System Exclusive packets that are of no interest to your application.

#### Errors

\$2007      `miNoBufErr` No buffer allocated.

#### 11 `miWaitOutput`

Ceases execution until the output buffer becomes empty. This function may never return if output is disabled.

#### Errors

\$2007      `miNoBufErr` No buffer allocated.

#### 12 `miSetInMode`

Set input mode. The *arg* parameter selects the input mode.

<i>arg</i> value	Input mode
0	Raw mode. MIDI data is converted to packets, with length-of-packet and time-stamp bytes added to the front of each packet.
1	Packet mode. Packet mode is the default mode. MIDI data is converted to packets, with length-of-packet and time-stamp bytes added to the front of each packet. Running status bytes, which MIDI may discard to abbreviate transmitted data, are restored.

The input buffer is cleared when this call is made because the input buffer cannot contain data in more than one format at a time.

**Errors**      None

**13 miSetOutMode**

The *arg* parameter selects the output mode.

<b><i>arg</i> value</b>	<b>Input mode</b>
0	Raw mode. This mode is very similar to packet mode, but no attempt is made to keep track of which notes are on. Running status optimization is still performed unless explicitly disabled by <code>miOutputStat</code> . Because no record is kept of which notes are on, all notes that are turned on must be explicitly turned off.
1	Packet mode. Packet mode is the default mode. Your application must format output data into valid MIDI packets (see "MIDI packet format" in this chapter for details). The MIDI tools track NoteOn and NoteOff commands.

Your program should wait for a clear output buffer before switching modes. If the output buffer contains mixed-mode data, the MIDI tools may not track NoteOn and NoteOff commands correctly.

**Errors**        None

**14 miClrNotePad**

Erases the MIDI Tool Set's record of which notes are on and which are off. This call causes the tool set's record to show that all notes are off.

**Errors**        None

**15 miSetDelay**

Sets a delay value for use with MIDI synthesizers that cannot process MIDI data at the full MIDI transfer rate. The low word of *arg* specifies a minimum delay between packet sends in units of 76 microseconds. The delay mechanism is most effective when the MIDI Tool Set clock is running, because it can use the clock to time the delay. If the clock is not running, the tool set must use code loops to create the delay, which is inherently less accurate, and which uses more processor time. The default delay value is 0, or no delay.

Many synthesizers may need a delay value in order to correctly process the many high-speed NoteOff commands generated by the `miFlushOutput` function.

**Errors**        None

**16 miOutputStat**

Enables or disables transmission of standard MIDI running status. When running status is enabled, MIDI status bytes are sent only when they change or are otherwise absolutely necessary. This optimization speeds transmission and reduces CPU overhead, but can cause malfunctions if the synthesizer and computer disagree on the current value of the status byte.

The low word of *arg* contains the enable/disable flag

\$0000	Disable running status
\$0001	Enable running status

Whatever the value of the parameter, the next MIDI packet after this call contains a status byte, so it can be useful to make this call periodically to ensure that the Apple IIGS and the external device agree about the current value of the status byte.

**Errors**        None

**17 miIgnoreSysEx**

Specifies whether to ignore MIDI System Exclusive data. System Exclusive packets begin with the value \$F0. If the application configures the MIDI Tool Set to ignore System Exclusive packets, the system will not buffer them, and the application will not receive them. The *arg* parameter contains a flag indicating how to process System Exclusive data:

\$0000	Ignore System Exclusive data
\$0001	Accept System Exclusive data (default)

**Errors**        None

---

**MidiDevice \$0A20**

Allows an application to select, load, and unload device drivers for use with the tools.

**MidiDevice** loads and unloads MIDI device drivers, which allow the MIDI tools to drive a particular MIDI interface. The present version of the MIDI Tool Set supports the Apple MIDI Interface and ACIA 6850 MIDI Interface cards.

The call interprets the *driverInfo* parameter as the address of the driver to be loaded. The *funcNum* parameter specifies whether the driver is to be loaded or unloaded.

**Parameters**

Stack before call

Previous contents	
<i>funcNum</i>	Word—Specifies <b>MidiDevice</b> function number
— <i>drvPtr</i> —	Long—Pointer to device driver information
	<—SP

Stack after call

Previous contents	
	<—SP

**Errors** See the **MidiDevice** function descriptions.

**C** `extern pascal void MidiDevice(funcNum, drvPtr);`

Word `funcNum;`

Pointer `arg;`

*funcNum* Specifies the **MidiDevice** function to be performed

0 **Not yet implemented**



1 `miLoadDrv`

Loads the specified device driver into memory, after shutting down and unloading any previously loaded device drivers. It then initializes the newly loaded driver. The *drvPtr* parameter points to a device driver record, which specifies a device driver to be loaded.

**Errors**

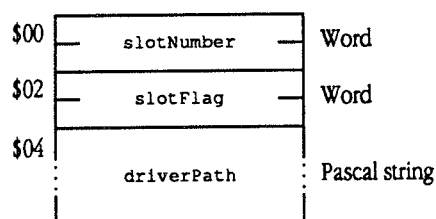
\$2008	<code>miDriverErr</code>	Specified device driver invalid.
\$2080	<code>miDevNotAvail</code>	MIDI interface not available.
\$2081	<code>miDevSlotBusy</code>	Specified slot not selected in Control Panel.
\$2082	<code>miDevBusy</code>	MIDI interface already in use.
\$2084	<code>miDevNoConnect</code>	No connection to MIDI interface.
\$2086	<code>miDevVersion</code>	ROM version or machine type incompatible with device driver.
\$2087	<code>miDevIntHndlr</code>	Conflicting interrupt handler installed.

2 `miUnloadDrv`

Shuts down and unloads the currently loaded device driver. Terminates MIDI transmission or reception if they are currently active. Releases memory occupied by the device driver.

**Errors**      None

*drvPtr*      The record pointed to by the *drvPtr* parameter contains device driver information:



*slotNumber*      Specifies the system slot containing the MIDI interface to be supported by the driver being loaded. Valid values range from \$0000 through \$0007.

slotFlag	Indicates whether type of slot specified in slotNumber:
	\$0000 Internal slot
	\$0001 External slot
driverPath	Pascal string containing the GS/OS™ pathname to the file containing the device driver to be loaded. Pascal strings consist of data preceded by a length byte. The pathname cannot exceed 64 characters in length.

---

**MidiInfo** \$0C20

Returns certain information about the state of the MIDI tools. The *funcNum* parameter can specify nine different functions, whose results are returned in *infoResult*.

**Parameters**

Stack before call

Previous contents	
— Space —	Long—Space for result
funcNum	Word—Specifies MidiInfo function number
	<—SP

Stack after call

Previous contents	
— infoResult —	Long—Result of MidiInfo function
	<—SP

**Errors** See the MidiInfo function descriptions.

**C** extern pascal Long MidiInfo(funcNum);

Word funcNum;

*funcNum* Specifies the MidiInfo function to be performed

0 miNextPktLen

Returns the number of bytes in the next MIDI packet. On return, *infoResult* contains the length of the next complete MIDI packet in the input buffer, including the four-byte time-stamp at the beginning of the packet. Note that if there is no complete packet in the input buffer, this function returns a value of 0.

**Errors**

\$2007 miNoBufErr No buffer allocated.

**1    miInputChars**

Returns the number of bytes of MIDI data waiting in the input buffer. On return, *infoResult* contains the number of bytes of MIDI data currently stored in the input buffer, including any time-stamp and length data (6 bytes per packet), error codes, and up to 12 bytes of extra space at the end of the buffer due to call latency. It is therefore only a rough estimate of the number of bytes in the buffer. Your application can use this call to monitor whether the input buffer is large enough.

**Errors**

\$2007            miNoBufErr    No buffer allocated.

**2    miOutputChars**

Returns the number of bytes of MIDI data waiting in the output buffer. On return, *infoResult* contains the number of bytes waiting to be transmitted from the MIDI output buffer, including time-stamp and length data (6 bytes per packet), error codes, and up to 12 bytes of extra space at the end of the buffer due to call latency. It is therefore only a rough estimate of the number of bytes in the buffer. Your application can use this call to monitor whether the output buffer is large enough.

**Errors**

\$2007            miNoBufErr    No buffer allocated.

**3    miMaxInChars**

Returns the largest number of bytes that were stored in the input buffer since the last *miMaxInChars* call or since the buffer was last flushed. This call is especially useful for deriving statistics on buffer utilization.

**Errors**            None

**4    miMaxOutChars**

Returns the largest number of bytes that were stored in the output buffer since the last *miMaxOutChars* call or since the output buffer was last flushed. This call is especially useful for deriving statistics on buffer utilization.

**Errors**            None

**5                    Not yet implemented****6                    Not yet implemented**

7 `miClockValue`

Returns the current value of the MIDI Tool Set time-stamp clock. If the clock is stopped then the low-order byte of the result is 0.

**Errors**        None

8 `miClockFreq`

Returns the current MIDI Tool Set clock frequency in ticks per second. The default value is 13,160 ticks per second.

**Errors**        None

---

**MidiReadPacket** \$0D20

---

Moves MIDI data from the MIDI Tool Set's input buffer to a specified location and returns the length of the packet in bytes. If no packet is available, the call returns a 0. For more information on MIDI packets, see "MIDI packet format" earlier in this chapter.

**Parameters**

Stack before call

<i>Previous contents</i>	
<i>Space</i>	Word—Space for result
– <i>bufPtr</i> –	Long—Pointer to buffer for received data
<i>bufSize</i>	Word—Length, in bytes, of the receive buffer
	<—SP

Stack after call

<i>Previous contents</i>	
<i>result</i>	Word—Number of bytes actually returned
	<—SP

<b>Errors</b>	\$2001	miPacketErr	Incorrect packet length received.
	\$2002	miArrayErr	Array was an invalid size. The array was too small to store the next packet. Use a larger array or discard the packet with the <code>MidiControl</code> call.
	\$2003	miFullBufErr	MIDI data discarded because of buffer overflow.
	\$2007	miNoBufErr	No buffer allocated.
	\$2083	miDevOverrun	MIDI interface overrun by input data; interface not serviced quickly enough.
	\$2084	miDevNoConnect	No connection to MIDI interface.
	\$2085	miReadErr	Error reading MIDI data.

**C**           extern pascal Word MidiReadPacket(bufPtr, bufSize);

              Pointer    bufPtr;

              Word       bufSize;

---

**MidiWritePacket** \$0E20

Queues the specified MIDI packet into the MIDI Tool Set's output buffer. If the packet is successfully written to the output buffer, this call returns the number of bytes written. If the buffer is too full to accommodate the packet, `MidiWritePacket` returns 0. For more information on MIDI packets, see "MIDI packet format" in this chapter.

`MidiWritePacket` returns within  $\frac{1}{80}$  of a second, but the output process waits until the MIDI clock value is equal to or greater than the output packet's time-stamp before sending it. Your program should issue this call before starting the MIDI output process (with the `miStartOutput` function of the `MidiControl` tool call).

In packet mode, `MidiWritePacket` assumes that only complete MIDI commands are passed to it, and that the first byte of each packet is a MIDI status byte. The MIDI Tool Set uses these assumptions to track NoteOn and NoteOff commands. In raw mode the MIDI Tool Set makes no attempt to track NoteOn and NoteOff commands, so the intelligent NoteOff function provided in `MidiControl` will not work, and packets may contain complete, partial, or multiple MIDI commands. In either mode the MIDI Tool Set omits the MIDI status byte unless its value has changed since the last one was transmitted. You can, however, disable running status transmission entirely by using the `MidiControl` call.

If the MIDI clock is stopped, then all packets with a time-stamp less than or equal to the value of the clock are immediately transmitted, and all packets with a value greater than the clock remain in the buffer unless the clock is restarted and its value becomes greater than the time-stamps.

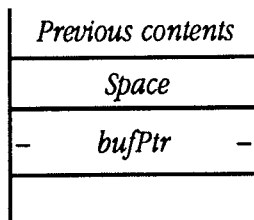
Two special time-stamp values override normal output buffer processing, irrespective of MIDI clock state. Any packet with a zero time-stamp is written immediately upon reaching the head of the output buffer. Any packet with a negative time-stamp value is considered to be a real-time command and the packet is inserted at the head of the output queue for immediate transmission. Note that MIDI real-time messages may be transmitted in the middle of non-real-time MIDI messages.

The MIDI Tool Set routines do not sort the packets in the output buffer, therefore, a packet at the head of the output queue can delay transmission of any packets behind it that have earlier time-stamp values.



**Parameters**

Stack before call

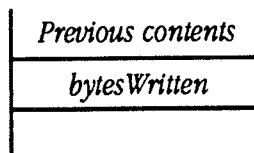


Word—Space for result

Long—Pointer to buffer containing output data

&lt;—SP

Stack after call



Word—Number of bytes actually written

&lt;—SP

**Errors**          None

**C**                  `extern pascal Word MidiWritePacket(bufPtr);`

`Pointer    bufPtr;`

## MIDI Tool Set error codes

This section lists the error codes that may be returned by MIDI Tool Set calls.

Value	Name	Definition
\$2000	miStartUpErr	MIDI Tool Set not started up.
\$2001	miPacketErr	Incorrect packet length received.
\$2002	miArrayErr	Array was an invalid size.
\$2003	miFullBufErr	MIDI data discarded because of buffer overflow.
\$2004	miToolsErr	Required tools inactive or incorrect version.
\$2005	miOutOffErr	MIDI output disabled.
\$2007	miNoBufErr	No buffer allocated.
\$2008	miDriverErr	Specified device driver invalid.
\$2009	miBadFreqErr	Unable to set MIDI clock to the specified frequency (use the <code>MidiInfo</code> tool call to get the current value).
\$200A	miClockErr	MIDI clock wrapped to 0.
\$200B	miConflictErr	Two processes competing for MIDI input.
\$200C	miNoDevErr	No device driver loaded.
\$2080	miDevNotAvail	MIDI interface not available.
\$2081	miDevSlotBusy	Specified slot not selected in Control Panel.
\$2082	miDevBusy	MIDI interface already in use.
\$2083	miDevOverrun	MIDI interface overrun by input data; interface not serviced quickly enough.
\$2084	miDevNoConnect	No connection to MIDI interface.
\$2085	miDevReadErr	Error reading MIDI data.
\$2086	miDevVersion	ROM version or machine type incompatible with device driver.
\$2087	miDevIntHndlr	Conflicting interrupt handler installed.



## Chapter 39 **Miscellaneous Tool Set Update**

This chapter documents new features of the Miscellaneous Tool Set. The complete reference to the Miscellaneous Tools is in Volume 1, Chapter 14 of the *Apple IIGS Toolbox Reference*.

---

## Error corrections

- On page 14-58 of the *Toolbox Reference*, Figure 14-3 shows the low-order bit of the User ID is reserved. This is not correct. The figure should show that the `mainID` field comprises bits 0–7, and that the `mainID` value of \$00 is reserved.
- The sample code on page 14-28 contains an error. In the code to clear the 1 second IRQ source, the second instruction reads

```
TSB    $C032
```

This instruction should read

```
TRB    $C032
```
- The descriptions of the `PackBytes` and `UnPackBytes` tool calls are unclear with respect to the *startHandle* parameter to each call. The stack diagrams correctly describe the parameter as a pointer to a pointer. However, the C sample code for each call defines *startHandle* as a handle. In both cases, *startHandle* is not a Memory Manager handle, but is a pointer to a pointer. Creating *startHandle* as a handle will cause unpredictable system behavior.

---

## New features in the Miscellaneous Tool Set

- `ClearHeartBeat` and `DeleteHeartBeat` will turn off the interrupts that occur every 60th of a second if the following conditions are satisfied:
  - There are no remaining heartbeat tasks.
  - The interrupt handler installed in `IRQ.VBL` is the standard system interrupt handler, that is, no other interrupt handlers have been installed.
  - The standard mouse is not running in VBL interrupt mode.
- `SetVector` and `GetVector` support several new vectors. The new vectors are:

\$80	Vector to memory mover
\$81	Vector to set system speed
\$82	Vector to slot arbiter
\$86	Hardware independent interrupt vector
\$87	MIDI interrupt vector (IRQ-MIDI)
- ◆ *Note:* `SetVector` no longer validates the input vector number. Therefore, you must be extremely careful when using this call in order to avoid corrupting memory.

---

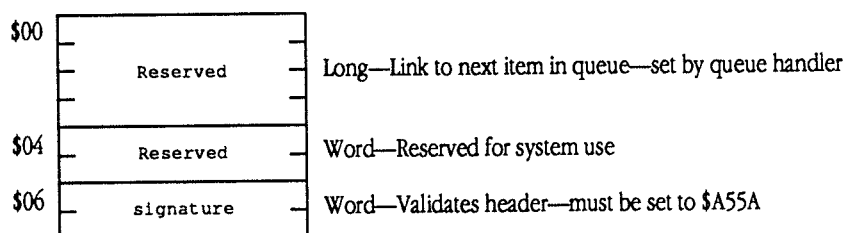
## Queue handling

The Miscellaneous Tool Set now provides a generalized queue handler that can be used by other tools and applications. A queue is defined here as an ordered collection of variable-length data elements. Each data element must be preceded by a standard queue header. Your application must format the queue elements and format the correct header. The queue handler provides calls to add or remove elements from a queue (`AddToQueue` and `DeleteFromQueue`).

A queue is identified by its header pointer, a pointer to the first element in the queue. Your application establishes and maintains the header pointer. Do not add this first element to the queue with `AddToQueue`.

Figure 39-1 shows the format of the queue header.

■ **Figure 39-1** Queue header layout



Application data immediately follow the header.

See “New Miscellaneous Tool Set calls” later in this chapter for details on `AddToQueue` and `DeleteFromQueue`.

---

## Interrupt state information

The Miscellaneous Tool Set now provides a set of calls that allow you to obtain interrupt-time system state information. These calls should be particularly useful to developers of debuggers or interrupt handlers. With these new calls, your program can get or set system interrupt state information.

All these new calls use a standard interrupt state record. Note that the tool calls have been designed to support an extensible state record. In the future, the record may grow in size, but existing program code should still work.

Figure 39-2 shows the format of the interrupt state record. For more information about any of these registers, see the *Apple IIGS Firmware Reference*.

■ **Figure 39-2** Interrupt state record layout

\$00	irq_A	Word—A register contents
\$02	irq_X	Word—X index register contents
\$04	irq_Y	Word—Y index register contents
\$06	irq_S	Word—S (stack) register contents
\$08	irq_D	Word—D (direct) register contents
\$0A	irq_P	Byte—P (program status) register contents
\$0B	irq_DB	Byte—DB (data bank) register contents
\$0C	irq_e	Byte—Bit 0 is the emulation mode bit
\$0D	irq_K	Byte—K (program bank) register contents
\$0E	irq_PC	Word—PC (program counter) register contents
\$10	irq_state	Byte—STATEREG byte value
\$11	irq_shadow	Word—SHADOW byte (low byte) and CYAREG (high byte) values
\$13	irq_mslot	Byte—SLTROMSEL byte

## New Miscellaneous Tool Set calls

The following sections introduce several new Miscellaneous Tool Set calls.

## AddToQueue \$2E03

Adds the specified entry to a queue.

## Parameters

Stack before call

<i>Previous contents</i>	
– <i>newEntryPtr</i> –	Long—Pointer to element to add to queue
– <i>headerPtr</i> –	Long—Pointer to first queue element
	<—SP

Stack after call

←SP

<b>Errors</b>	\$0381	<code>invalidTag</code>	Signature value invalid in element header
	\$0382	<code>alreadyInQueue</code>	Specified element already in queue

```
C      extern pascal void AddToQueue(newEntryPtr,
                                     headerPtr);

      Pointer    newEntryPtr, headerPtr;
```



## DeleteFromQueue \$2F03

Deletes a specified element from a queue.

### Parameters

Stack before call

<i>Previous contents</i>	
— <i>entryPtr</i> —	Long—Pointer to element to delete from queue
— <i>headerPtr</i> —	Long—Pointer to first queue element
	<—SP

Stack after call

←SP

<b>Errors</b>	\$0380	<code>notInList</code>	Specified element not found in queue
	\$0381	<code>invalidTag</code>	Signature value invalid in element header

```
C      extern pascal void DeleteFromQueue(entryPtr,
                                     headerPtr);

      Pointer   entryPtr, headerPtr;
```

---

## GetCodeResConverter §3403

Returns the address of a routine that loads code resources. This is a Miscellaneous tool call because the loader is not in directly accessible memory (it lives in the bank 1 language card, which may or may not be addressable at any given time).

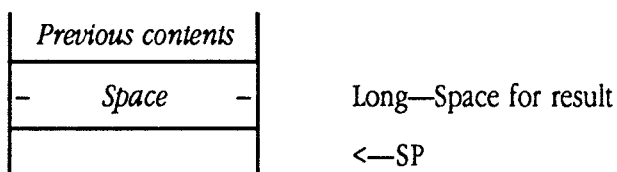
Your program would use this call in conjunction with the `ResourceConverter` Resource Manager tool call (see Chapter 45, "Resource Manager,"). For example, the Control Manager issues the following call during its startup processing:

```
ResourceConverter (GetCodeResConverter (),
                  rCtlDefProc,
                  LogConverterIn+SysConverterList);
```

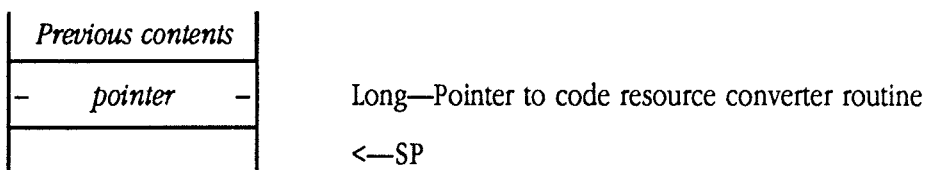
After issuing this call, all future calls to the Resource Manager to load resources of type `rCtlDefProc` will use the Miscellaneous tools routine to bring the resource into memory. Note that this routine does not preserve the memory attributes of the converted resource (for more information on resource converters, see Chapter 45, "Resource Manager," later in this book).

### Parameters

Stack before call



Stack after call



**Errors**                  None

**C**                          `extern pascal Pointer GetCodeResConverter();`

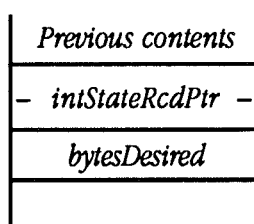
---

**GetInterruptState** §3103

Copies the specified number of bytes into a specified input interrupt state record from the system interrupt variables. The copy always starts from the beginning of the interrupt state record. Use the `SetInterruptState` call to set the contents of the system interrupt state record.

**Parameters**

Stack before call

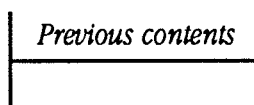


Long—Pointer to interrupt state record

Word—Number of bytes to copy from system to record

<—SP

Stack after call



<—SP

**Errors**                None

```

C          extern pascal void GetInterruptState(intStateRcdPtr,
                                     bytesDesired);

               Pointer  intStateRcdPtr;
               Word     bytesDesired;
  
```

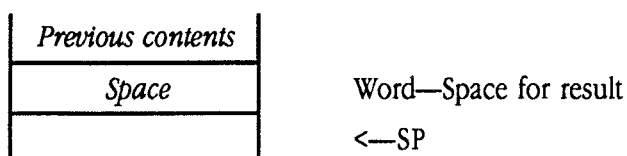
---

**GetIntStateRecSize    \$3203**

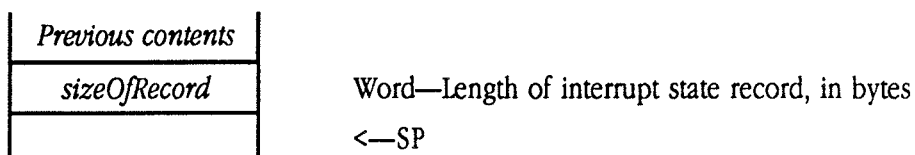
Returns the size (in bytes) of the interrupt state record. This call allows application programs to work with extended interrupt state records.

**Parameters**

Stack before call



Stack after call



**Errors**                  None

**C**                          `extern pascal Word GetIntStateRecSize();`

---

**GetROMResource    \$3503**

This call is only for use by system firmware

---

**ReadMouse2    \$3303**

Returns the mouse position, status, and mode. This call does not support journaling. Refer to Chapter 14, “Miscellaneous Tool Set,” in Volume 1 of the *Toolbox Reference* for information about the `ReadMouse` tool call.

▲ **Warning**    Applications should never make this call.▲

**Parameters**

Stack before call

<i>Previous contents</i>	
<i>Space</i>	Word—Space for result
<i>Space</i>	Word—Space for result
<i>Space</i>	Word—Space for result
	<—SP

Stack after call

<i>Previous contents</i>	
<i>xPosition</i>	Word—X position of mouse
<i>yPosition</i>	Word—Y position of mouse
<i>statusMode</i>	Word—Status and mode bytes
	<—SP

**Errors**            \$0309    `unCnctdDevErr`            Pointing device is not connected

**C**                    `extern pascal MouseRec ReadMouse2 ( ) ;`

---

**ReleaseROMResource    \$3603**

This call is only for use by system firmware

---

**SetInterruptState \$3003**

Copies the specified number of bytes from the input interrupt state record into the system interrupt variables. The copy always starts from the beginning of the interrupt state record. Use the `GetInterruptState` call to read the system interrupt state record.

**Parameters**

Stack before call

<i>Previous contents</i>	
- <i>intStateRcdPtr</i> -	Long—Pointer to interrupt state record
<i>bytesDesired</i>	Word—Number of bytes to copy from record to system
	<—SP

Stack after call

<i>Previous contents</i>	
	<—SP

**Errors**                None

```

C          extern pascal void SetInterruptState(intStateRcdPtr,
                                     bytesDesired);

          Pointer  intStateRcdPtr;
          Word     bytesDesired;

```



## Chapter 40 **Note Sequencer**

This chapter documents the Note Sequencer. This is new documentation, not previously presented in the *Apple IIGS Toolbox Reference*.



---

## About the Note Sequencer

The Note Sequencer is a collection of routines that implement a sequencer in the Apple IIGS. The sequencer is an interpreter for a simple music programming language designed to play music in the background. It can be used to play music from a static file as long as any other active system tasks do not disable interrupts.

This sequencer plays melodies by using data stored in a specific format. It does not provide the means to create these data structures, and so an application must provide its own tools for building new sequences.

The Note Sequencer works with the Note Synthesizer, and it can work with the MIDI tools if you choose.

- ◆ *Note:* The Note Synthesizer, the Note Sequencer, and the MIDI Tool Set refer to the software tools provided with the Apple IIGS, not to any separate instrument or device. The MIDI tools are software tools for use in controlling external instruments, which may be connected through a MIDI interface device.

---

## Using the Note Sequencer

To use the Note Sequencer, you must have loaded the following tool sets

- Tool Locator
- Memory Manager
- Sound Tool Set
- Note Synthesizer
- MIDI Tool Set (if MIDI is to be used)

All the required tool sets must be started up except the Sound Tool Set and the Note Synthesizer. The Note Sequencer makes the appropriate calls to start up these two tool sets. Refer to Chapter 51, "Tool Locator Update," for information on the specific version requirements of the Note Sequencer.

The Note Sequencer is interrupt-driven and can run in the background while other application tasks take place in the foreground. Therefore, interrupts must not be disabled while a sequence is being played. Any activity that disables interrupts interferes with execution of a sequence. Disk access, for example, disables interrupts, so an application cannot simultaneously gain access to a disk and play a sequence with the Note Sequencer. Note as well that any custom error and completion routines your application provides to the Note Sequencer (see "Error handlers and completion routines" in this chapter) also run with interrupts disabled and with a very low stack.

An application can normally rely on the Note Sequencer's built-in functions to synchronize a sequence correctly. For those applications that must directly control the timing of sequence execution, the `stepseq` call has been provided. This call enables an application to explicitly control the execution of a sequence one step at a time.

---

### Sequence timing

Normally you might think of a musical sequence as several independent tracks playing at the same time. For example, a musical passage might consist of a violin sound playing a melody accompanied by a viola and a flute. Musically, the three instruments will often play at once, sounding different notes. The Note Sequencer, however, always plays notes in sequence, one after another, however many instruments it is using to play them.

A chord, which is musically a group of different notes played at the same time, is executed by the Note Sequencer as a series of discrete notes played very quickly one after the other. For example, the Note Sequencer would play a chord consisting of F above middle C, A above middle C, and C one octave above middle C as a series of note commands:

Note	Duration
F4	4 counts
A4	4 counts
C5	4 counts

If the Note Sequencer waited for each note to finish before beginning the next one, the resulting passage would be three distinct notes of equal length, which is not what was intended. The Note Sequencer therefore provides a way to play the three notes with very little delay between them; so little, in fact, that they sound as though they were being played all at once.

If the `chord` bit is set to 1 in a note command, it indicates that the next note should be played to sound a chord with the current one. If, on the other hand, the `delay` bit is set to 1, it indicates that the current note must be completed before the next one is played.

---

## Using MIDI with the Note Sequencer

The appropriate calls must be made to the MIDI Tool Set to use MIDI with the Note Sequencer. Specifically, the MIDI tools must be started up, a device driver must be selected, and a MIDI output buffer must be allocated (see Chapter 38, "MIDI Tool Set," in this book for details). In addition, you must start the MIDI output process by issuing the `miStartOutput` function of the `MidiControl` tool call.

You must specify whether MIDI is to be used when you start up the Note Sequencer. If the high bit of the `mode` parameter is set when the `seqStartup` call is made, then MIDI is enabled. If a particular track is to use MIDI, it must be enabled for that track, using the `setTrkInfo` call. Finally, the Note Sequencer checks tool call-specific and seqItem-specific flags for MIDI information, so that individual tool calls or commands can enable or disable MIDI.

If all the appropriate flags—the `mode` flag, the `track` flag, and the command or tool call flag—are enabled, then MIDI commands are sent to external MIDI devices. This arrangement is designed to provide flexibility in execution. You could, for example, play only the drum parts of a sequence on external MIDI instruments, by enabling MIDI output only on the appropriate tracks, or you could play all parts on external MIDI instruments. Switching between the two modes of play would not require any modification of the sequence itself.

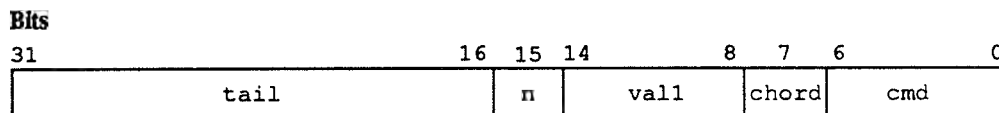
---

## The Note Sequencer as a command interpreter

The Note Sequencer is actually a command interpreter. The commands it interprets are 32-bit data structures called `seqItems`, or sequence items. These 32-bit items contain information that the Note Sequencer needs to classify them as note commands, control commands, MIDI commands, or register commands, and to execute them properly.

The format of a `seqItem` is detailed in Figure 40-1.

■ **Figure 40-1**    Format of a `seqItem`



<code>cmd</code>	For all commands except note commands, this is the command identifier, a 7-bit number that uniquely identifies the command. For example, the vibrato depth command has a <code>cmd</code> value of 4.
<code>chord</code>	The <code>chord</code> bit is a Boolean value. If set, it specifies that the Note Sequencer should immediately execute the next <code>seqItem</code> with no delay.
<code>val1</code>	The meaning of the <code>val1</code> field depends on the command being issued.
<code>note</code>	The note bit identifies note commands. If bit <code>n</code> is set, the <code>seqItem</code> is a note command.
<code>tail</code>	The format of the <code>tail</code> field depends upon the command type. It contains two or more fields with command-specific information in them.

There are four types of `seqItems`: note commands, control commands, MIDI commands, and register commands. Each type is organized in the same way, but the values in each part of the data structure have different meanings in the different commands.

---

## Error handlers and completion routines

The Note Sequencer provides facilities allowing application programs to gain control at the end of a sequence, and when any errors are encountered during sequence processing. The Note Sequencer invokes completion routines when it has finished a sequence. The completion routine can then perform any necessary application-specific processing. Similarly, when an error occurs during sequence processing, the Note Sequencer calls a specified error handler, which can process the error in a manner appropriate to the current application.

When you start a sequence with the `startSeq` tool call, you may specify a completion routine, an error handler, or both for the sequence. The `compRoutine` parameter points to the completion routine; the `errHndlrRoutine` parameter specifies the error Handler. Zero values for either parameter indicate to the Note Sequencer that there is no custom routine of the appropriate type available.

On entry to either type of routine, the Note Sequencer sets up the following conditions:

- Interrupts disabled
- Direct page set for Note Sequencer data area
- Data bank set to its value at the time of initial `seqStartup` tool call for the application; Note Sequencer restores this value when the routines return
- All registers saved
- Very little stack available

When a sequence started by `startSeq` reaches its end, control will pass to the routine specified by `compRoutine`.

Whenever an error is encountered during sequence processing, the Note Sequencer will try to call the error handler for the sequence. A useful function of an error handler might be to place an error flag for the completion routine and make a `GetLoc` call to determine the location of the error.

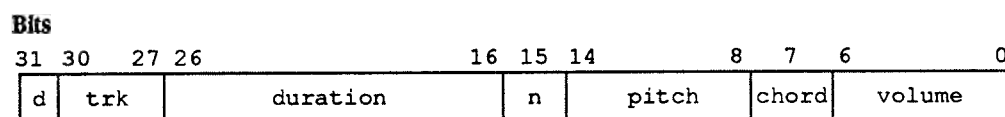
The Note Sequencer passes error codes to the error handler in the A register. In step mode, the Note Sequencer will both report the error condition to the error handler and post it in the A register at the completion of the call to `stepSeq`. In interrupt mode, the Note Sequencer will only report the error to the application error handler.

- ◆ *Note:* The Note Synthesizer's timer oscillator is not forced on when an error occurs in the `startSeq` call; neither the Note Synthesizer nor the Sound Tool Set will have been started.

## Note commands

Note commands switch notes on and off. You can use note commands in two ways. You can issue a pair of NoteOn and NoteOff commands, turning a specified note on at a certain point and then explicitly turning it off, or you can issue a NoteOn command with a duration specified. In this case the Note Sequencer plays the note for a number of ticks equal to the value of the duration parameter, then turns the note off without the need for an explicit NoteOff command. Each tick occurs at an interval set by the Note Synthesizer's update rate (see Chapter 41, "Note Synthesizer," in this book for details).

### ■ Figure 40-2 Note command format



volume	Specifies note volume. Corresponds to MIDI velocity. A value of 0 indicates a NoteOff command.
chord	Indicates that the seqItem is to be played simultaneously with the next seqItem. Do not set both the chord bit and the delay bit in the same item.
pitch	Selects the pitch to be played. Values may range from 0 to 127. A value of 60 selects middle C (261.6 Hz). Adjacent values are one semitone apart. A value of 0 specifies a filler note (see "Filler notes" in this chapter for details).
note	Always set to 1 for note commands. If this bit is not set to 1 in a seqItem, then the seqItem is not a note command.
duration	<p>Specifies the length of time the Note Sequencer is to play the note. Values may range from 0 to 2047, and specify the number of ticks the note is to be played.</p> <p>A duration of 0 identifies the seqItem as a NoteOn command. A NoteOn seqItem is played continuously until the Note Sequencer finds a matching NoteOff.</p>

<code>trk</code>	Track number. Assigns notes to synthesizer voices and MIDI channels by specifying their track numbers. Values from \$0 to \$F are legal. Refer to the description of the <code>SetTrkInfo</code> call for more information.
<code>delay</code>	If this bit is set to 1, the Note Sequencer must finish playing this <code>seqItem</code> before beginning to play the next one. The Note Sequencer cannot advance to the next <code>seqItem</code> until the <code>duration</code> is past. Do not set this bit to 1 if the <code>chord</code> bit is set to 1.

---

### Filler notes

Filler notes are used to fill spaces in musical sequences. Intuitively, you might suppose that an application should use delays to create rests, but during a delay the Note Sequencer delays all its operations. Not only does it not play any notes until the delay period has elapsed, it also does not perform other services, such as turning notes off. You could cause strange behavior in a sequence if you used delays to create rests.

An alternative approach is to use filler notes. A filler note is simply a note command with a pitch value of 0. Such a note will be played by the Note Sequencer as though it were an ordinary note, but will not produce a tone. You can therefore use filler notes to fill out rests where you might have supposed a delay would be needed. For example, a passage may contain a chord consisting of notes with different duration, followed by a run of other notes. In this case, you would want to place a filler note at the end of the chord, so that you can easily vary the delay between the start of the chord and the start of the run.

---

### Filler note command

<code>volume</code>	0
<code>chord</code>	1
<code>pitch</code>	Pitch value = 0
<code>note</code>	1
<code>duration</code>	Desired delay time
<code>trk</code>	0
<code>delay</code>	Set to 1 if a delay is desired

---

**NoteOff command**

volume	Note volume=0
chord	Set if the note is part of a chord
pitch	0 to 127; must be the same as matching NoteOn
note	1
duration	0
trk	0-15; must be the same as matching NoteOn
delay	0

---

**NoteOn command**

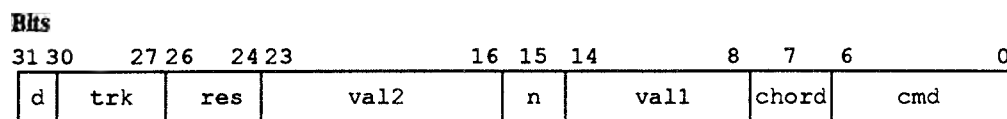
volume	Note volume; varies from 1 to 127
chord	Set if the note is part of a chord
pitch	Pitch value; varies from 0 to 127
note	1
duration	0
trk	0-15
delay	0



## Control commands

Control commands are used to specify the characteristics of the Note Sequencer as it is playing the notes. They can control pitch bend, tempo, vibrato, and other note characteristics.

■ **Figure 40-3** Control command format



<code>cmd</code>	Command number.
<code>chord</code>	The <code>chord</code> bit should be set to 1 in a control command. A 0 <code>chord</code> bit can sometimes cause unwanted delays in playing a sequence.
<code>val1</code>	This field contains data specific to each command.
<code>note</code>	Always set this bit to 0 for control commands. A <code>note</code> bit set to 1 causes the <code>seqItem</code> to be processed as a note command instead of a control command.
<code>val2</code>	Contains data specific to each command.
<code>reserved</code>	Reserved for control field. These bits should always be set to 0 unless otherwise specified.
<code>trk</code>	Notes are assigned to synthesizer voices and to handlers by specifying their <code>trk</code> numbers. Legal values are \$0 to \$F.
<code>delay</code>	The <code>delay</code> bit should always be set to 0 in control commands, since they have no duration.

---

## CallRoutine command

cmd	30
chord	1
vall	0
note	0
bits 16-23	Low-order byte of routine address
bits 24-31	High-order byte of routine address

This command allows you to invoke program code from within a sequence being played by the Note Sequencer. This program code is then free to perform custom processing. The command specifies the low-order word of the routine address; the bank portion of the address matches the value of the data bank register at the time the Note Sequencer was started by your application.

On entry, interrupts are disabled and there is very little stack space remaining. The Note Sequencer saves its registers before issuing the call. However, the direct page and data bank registers are set for the Note Sequencer, so your routine code must change these in order to access application data. The routine should return with an `RTL` instruction.

If your application uses MIDI, this routine must be careful to poll MIDI every 270 microseconds to avoid losing MIDI data. See Chapter 38, "MIDI Tool Set," in this book for more information.

---

## Jump command

cmd	3
chord	1
val1	val1 is the high 7 bits of the destination
note	0
val2	val2 is the low 8 bits of the Jump destination
reserved	0
trk	not used
delay	0

The Jump command is the Note Sequencer's equivalent of a jump or goto command in a conventional programming language. Execution of seqItems will continue with the item specified by val1 and val2. The number given is a simple index into the series of seqItems (it is not a byte index into the seqItem array). The Jump command does not check the bounds of the sequence, and it is therefore possible to jump to an arbitrary area in memory that does not contain valid seqItems, which will produce unpredictable results.

Note that this command causes a jump in the sequence being processed. To jump to executable code from a sequence, use the CallRoutine command.

---

**Pitch Bend command**

<b>cmd</b>	0
<b>chord</b>	1
<b>val1</b>	Pitch wheel position. Values > 64 specify sharp pitch bend; values < 64 specify flat; intervals are expressed in fractions of the current pitch bend range
<b>note</b>	0
<b>val2</b>	No significance in the Pitch Bend command; the val2 field should always be set to 0 for Pitch Bend
<b>reserved</b>	Selects pitch bend assignment 0 selects both internal and MIDI pitch bend 1 selects internal pitch bend 2 selects MIDI pitch bend
<b>trk</b>	Track number
<b>delay</b>	0

The Pitch Bend command creates a bend effect in a played note. A control command expresses pitch bend as a value from 0 to 127. A value of 64 indicates no pitch bend, and the note is played at the pitch specified in its note command. The note is played at a pitch determined by its nominal pitch plus the pitch bend sharp or flat. The pitch changes immediately to the new value. As a result, the sequence must use a series of Pitch Bend commands to achieve the smooth portamento usually associated with a pitch bend.

The **reserved** field indicates whether the pitch bend is to affect the system's internal voices, external MIDI devices, or both. Note that your application must have specified MIDI support at **SeqStartup** time in order for MIDI commands to be issued.

---

**Program Change command**

<code>cmd</code>	5
<code>chord</code>	1
<code>val1</code>	Instrument index from instrument table
<code>note</code>	0
<code>val2</code>	New MIDI program number, if the sequence is using MIDI
<code>reserved</code>	Specifies MIDI usage; legal values are <ul style="list-style-type: none"> <li>0    The Apple IIGS internal synthesizer and an external MIDI device</li> <li>1    The Apple IIGS internal synthesizer only</li> <li>2    External MIDI device only</li> </ul>
<code>trk</code>	Track number; specifies which instrument program to change by specifying the track to which that instrument is assigned
<code>delay</code>	0

The Program Change command allows a sequence to change the instrument assigned to a track during play. The new instrument must be in the current instrument table for the new assignment to be possible.

If MIDI is enabled and the `reserved` field specifies that a MIDI command is to be issued, the Note Sequencer generates a MIDI Program Change command using `val2` for the program number.

---

**Tempo command**

<code>cmd</code>	1
<code>chord</code>	1
<code>val1</code>	New increment; the value may vary from 0 to 127
<code>note</code>	0
<code>val2</code>	0
<code>reserved</code>	0
<code>trk</code>	0
<code>delay</code>	0

This command sets the Note Sequencer's increment value. The increment value determines the number of ticks between updates in the execution cycle, so larger increments translate to slower tempos. The increment value is set to its initial value by the `SeqStartUp` tool call.

---

**Turn Notes Off command**

cmd	2
chord	1
val1	0
note	0
val2	0
reserved	0
trk	0
delay	0

This command turns off all notes currently being played, overriding any previous note commands. If MIDI support has been enabled, the system also turns off any active MIDI notes.

---

**Vibrato Depth command**

cmd	4
chord	1
val1	The new value for vibrato depth; the value may vary from 0 to 127
note	0
val2	Control number if a MIDI command is generated
reserved	0: internal and MIDI vibrato; 1: internal only
trk	Track number
delay	0

The Vibrato Depth command assigns a depth value to the vibrato effect used with the specified track. The vibrato effect is a modulation in the pitch of the voice assigned to the specified track. The `val1` value can range from 0 to 127, with larger values resulting in greater vibrato depth. A value of 0 disables vibrato, which conserves CPU cycles.

If MIDI support has been enabled and the `reserved` field indicates that a MIDI command is to be issued as well, `val2` specifies the MIDI control number, and `val1` specifies the new vibrato value for the MIDI Control Change command.

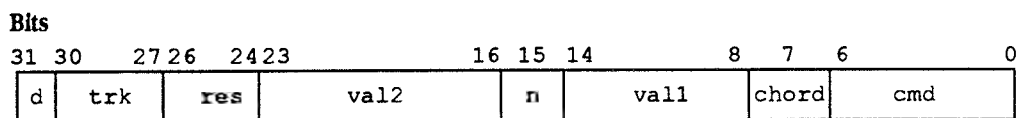
## Register commands

Register commands provide the Note Sequencer with program control capabilities. The Note Sequencer maintains eight 8-bit pseudoregisters that can be used to implement looping and conditional branching structures. With register commands, an application can achieve the effect of control structures such as “if...then,” “do...while,” or “repeat...until” in sequences.

Each register occupies 8 bits of memory, but not all the commands use the full register. The IfGo Register and Set Register commands treat each register as if it were only 4 bits in size, using only the least significant 4 bits of the byte.

Bytes 2 through 9 of the Note Sequencer's direct page contain the pseudoregisters; these pseudoregisters are numbered 0 through 7. Note that Note Sequencer direct-page space starts \$100 bytes beyond the location specified at SeqStartUp time. The intervening space is used by the Note Synthesizer and the Sound Tool Set.

### ■ Figure 40-4 Register command format



cmd	Command number.
chord	The <code>chord</code> bit should be set to 1 in a register command. A 0 <code>chord</code> bit can sometimes cause unwanted delays in playing a sequence.
val1	Contains data specific to each command. Generally specifies the register number for the command.
note	Always set this bit to 0 for register commands. A <code>note</code> bit set to 1 causes the <code>seqItem</code> to be processed as a note command instead of a register command.
val2	Contains data specific to each command.
reserved	Reserved for control field. These bits should always be set to 0 unless otherwise specified.
trk	Always set to 0 for register commands.

**delay**            The **delay** bit should always be set to 0 in register commands, since they have no duration.

---

### Dec Register command

<b>cmd</b>	9
<b>chord</b>	1
<b>val1</b>	Low 3 bits contain the register number
<b>note</b>	0
<b>val2</b>	0
<b>reserved</b>	0
<b>trk</b>	0
<b>delay</b>	0

Decrements the value of the specified pseudoregister. If the value is 0 when the command is executed, the pseudoregister's value will wrap to \$FF.

---

### IfGo Register command

<b>cmd</b>	7
<b>chord</b>	1
<b>val1</b>	Low 3 bits contain the register number High 4 bits contain the value
<b>note</b>	0
<b>val2</b>	Offset: -128 to +127 seqItems
<b>reserved</b>	0
<b>trk</b>	0
<b>delay</b>	0

Tests the specified pseudoregister for the specified value. If the pseudoregister contains the supplied value, then execution continues with the seqItem at the offset specified in **val2**, calculated from the current seqItem. If the values do not match, execution continues with the next seqItem in sequence. The IfGo Register command does not check the bounds of the offset provided, so the value must be a valid one, or the effects will be unpredictable.



---

**Inc Register command**

cmd	8
chord	1
val1	Low 3 bits contain the register number
note	0
val2	0
reserved	0
trk	0
delay	0

Increments the value of the specified pseudoregister.

---

**Set Register command**

cmd	6
chord	1
val1	Low 3 bits contain the register number High 4 bits contain the value
note	0
val2	0
reserved	0
trk	0
d	0

Sets the specified pseudoregister to the specified value.

---

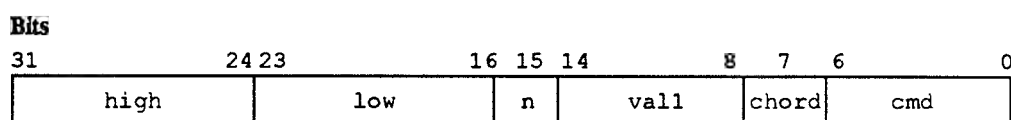
## MIDI commands

MIDI commands enable an executing sequence to send data directly to MIDI devices that are connected to the Apple IIGS. All the standard MIDI commands are provided.

For MIDI commands to be enabled, the high bit of the *mode* parameter must be set when the `seqStartUp` call is made. To produce MIDI output, your application must also have loaded and started up the MIDI Tool Set. For further information on the MIDI Tool Set, see Chapter 38, "MIDI Tool Set," in this book.

These commands are based on version 1.0 of the MIDI specification, version 1.0, which is not described in this documentation.

### ■ Figure 40-5 MIDI command format



cmd	Command number.
chord	The <code>chord</code> bit should be set to 1 in a MIDI command. A 0 <code>chord</code> bit can sometimes cause unwanted delays in playing a sequence.
vall	Contains data specific to each command.
note	Always set this bit to 0 for MIDI commands. A <code>note</code> bit set to 1 causes the <code>seqItem</code> to be processed as a note command instead of a MIDI command.
low	Contains data specific to each command.
high	Contains data specific to each command.

---

**MidiChannelPressure command**

cmd	15
chord	1
val1	Bits 8 through 11 are the channel number
note	0
low	Channel pressure
high	0

Sends a MIDI Channel Pressure command to the channel specified in `val1`. The new pressure value is specified by the `low` byte.

---

**MidiControlChange command**

cmd	13
chord	1
val1	Bits 8 through 11 are the channel number
note	0
low	Control number
high	Control value

Sends a MIDI Control Change command to the channel specified in `val1`. The control number is specified in the `low` byte and the control's new value is in the `high` byte.

---

**MidiNoteOff command**

cmd	10
chord	1
val1	bits 8 through 11 are the channel number
note	0
low	Note number
high	Velocity

Sends a MIDI NoteOff command on the channel number specified in `val1`. The note turned off is specified in two parts—a note number in the `low` byte and a velocity in the `high` byte.

---

**MidiNoteOn command**

<code>cmd</code>	11
<code>chord</code>	1
<code>val1</code>	Bits 8 through 11 are the channel number
<code>note</code>	0
<code>low</code>	Note number
<code>high</code>	Velocity

Sends a MIDI NoteOn command on the channel number specified in `val1`. The note turned on is specified in two parts—a note number in the `low` byte and a velocity in the `high` byte.

---

**MidiPitchBend command**

<code>cmd</code>	16
<code>chord</code>	1
<code>val1</code>	Bits 8 through 11 are the channel number
<code>note</code>	0
<code>low</code>	Pitch bend least significant byte
<code>high</code>	Pitch bend most significant byte

Sends a MIDI Pitch Bend command to the channel specified by `val1`. The new pitch bend value is specified by the high word of the command, with the least significant byte of the value in the `low` byte and the most significant byte in the `high` byte.

---

**MidiPolyphonicKeyPressure command**

cmd	12
chord	1
val1	Bits 8 through 11 are the channel number
note	0
low	Note number
high	Key pressure

Sends a MIDI Polyphonic Key Pressure command on the channel number specified in `val1`. The note affected is specified as a note number in the `low` byte of the high word. Its new key pressure is in the `high` byte

---

**MidiProgramChange command**

cmd	14
chord	1
val1	Bits 8 through 11 specify the MIDI channel number (\$0-\$0F)
note	0
low	Program number
high	0

Sends a MIDI Program Change command to the channel specified in `val1`. The program number is specified in the `low` byte.

---

**MidiSelectChannelMode command**

cmd	17
chord	1
val1	Bits 8 through 11 are the channel number
note	0
low	First data byte
high	Second data byte

Sends a MIDI Select Channel mode command to the channel specified in `val1`. The new MIDI channel mode is specified by two data bytes, the first of which is passed in the `low` byte and the second in the `high` byte.

---

**MidiSetSysExlHighWord command**

cmd	21
chord	1
vall	0
note	0
low	Low byte of high word
high	High byte of high word

The MIDI System Exclusive command passes a two-word address to its target. That address is a pointer to a MIDI packet. The high word of the address is specified by this command, while the low word is specified by the MidiSystemExclusive command. The MidiSetSysExlHighWord command must precede the MidiSystemExclusive command. See the discussion of that command for more information about the format and content of the MIDI packet.

---

**MidiSystemExclusive command**

cmd	18
chord	1
vall	0
note	0
low	Least significant byte of low word of MIDI packet address
high	Most significant byte of low word of MIDI packet address

The MIDI System Exclusive command passes a two-word address to its target. That address is a pointer to a MIDI packet. The low word of the address is specified by this command, while the high word is specified by the MidiSetSysExlHighWord command. The MidiSetSysExlHighWord command must precede the MidiSystemExclusive command.

Here is an example of a 3-byte System Exclusive command.

\$00	length	Word—Length of data to follow; must be set to 8
\$02	timeStamp	4 Bytes—Time-stamp for send time; 0 for immediate send
\$06	sysExclusive	Byte—System Exclusive flag byte; must be set to \$F0
\$07	data1	Byte—First MIDI data byte
\$08	data2	Byte—Second MIDI data byte
\$09	data3	Byte—Third MIDI data byte

---

### MidiSystemCommon command

cmd	19
chord	1
val1	Bits 8 through 10—low nibble of status byte value varies from 1 through 7 Bits 11 and 12—number of data bytes: 00 - 0 data bytes 01 - 1 data byte 10 - 2 data bytes 11 - invalid value
note	0
low	First data byte
high	Second data byte (if appropriate)

Sends one or two bytes of MIDI data. The first data byte is passed in the `low` byte and the second data byte, if there is one, is passed in the `high` byte.

---

**MidiSystemRealTime command**

cmd	20
chord	1
vall	0
note	0
low	Real-time number (\$01-\$07)
high	0

Sends a MIDI System Real-Time command. The real-time number is specified in the low 3 bits of the low byte.



---

## Patterns and phrases

A pattern is any series of seqItems. The Note Sequencer plays melodies by carrying out the seqItem commands in specified patterns. A phrase is an ordered set of pointers to patterns or to other phrases. Since a phrase can contain pointers to other phrases, it is possible to nest phrases. The Note Sequencer supports up to 12 levels of phrase nesting.

Phrases and patterns have a similar layout. Both phrases and patterns are preceded by a longword header. For phrases, this header is set to 1; for patterns, the header is set to 0. The Note Sequencer can distinguish between phrases and patterns by examining this header value. The last longword in both phrases and patterns must be set to \$FFFFFFFF, and is called the phrase done flag.

When a program calls the Note Sequencer to play a sequence, it passes a parameter containing a handle to the first byte of the top-level phrase. This phrase consists of an ordered series of pointers to the patterns or phrases to be played, followed by a longword value (\$FFFFFFFF) that marks the end of a pattern or phrase.

Each pattern consists of an ordered series of seqItems. The seqItems describe the characteristics of each note to be played in the sequence. Control and register commands allow the characteristics of the notes to be modified and also allow the programmer to build complex sequences by using conditional looping and branching. In this sense, the Note Sequencer is a simple programming language.

The following paragraphs introduce a sample phrase and a sample pattern, so that you can see the similarities in their structure.

A phrase is identified by a header value of 1

```
topPhrase    dc    i2'0001'          ; low word
              dc    i2'0000'          ; high word
```

The phrase body consists of a series of pointers. Each pointer can point either to other phrases or to patterns, which are sequences of executable seqItems. For example,

```
dc    i4'phrase1'
dc    i4'pattern1'
dc    i4'phrase2'
```

A phrase always ends with a phrase done flag:

```
dc    i4'$FFFFFFFF'
```

A pattern is identified by a header value of 0

```
pattern1     dc    i2'0000'          ; low word
              dc    i2'0000'          ; high word
```

The body of a pattern consists of seqItems, such as:

```
dc    i4'$880ABC74'      ; play C4, duration=10, volume=115
dc    i4'$880ABE74'      ; play D4, duration=10, volume=115
dc    i4'$880AB074'      ; play E4, duration=10, volume=115
```

Again, the pattern must end with a phrase done flag:

```
dc    i4'$FFFFFFFF'
```

---

## A sample Note Sequencer program

The following example contains 65816 assembly language source code for a simple Note Sequencer program.

```

                                mcopy      s.m

DPPointer      gequ      $10
DPHandle       gequ      $14
HelpingHand    gequ      $18                                ; for dereferencing handles

*****
Main           Start
               Using      Common

               clc                                ;set Native mode
               xce
               long
               phk                                ;Set the data bank to the
same           plb                                ;as the program bank

               js1      StartTools
               js1      MakeWaves
               js1      SetInstruments
               js1      PlaySequence
               jmp      CleanUp

StartTools     _TLStartUp                        ; Tool Locator
               pha                                ; space for ID returned
               _MMStartUp
               pla
               sta      MyID

```

```

        PushLong    #0                ; Get direct page for tools
        PushWord    #0
        PushWord    #$600
        PushWord    MyID
        PushWord    #$C005            ; direct page
        PushLong    #0
        _NewHandle
        pla
        sta         HelpingHand
        pla
        sta         HelpingHand+2
        lda         [HelpingHand]
        sta         DPPointer
        pha
        PushWord    #0                ; either 320 or 640 mode
        PushWord    #0                ; max size of scan line
        PushWord    MyID
        _QDStartup

        PushLong    #ToolTable
        _LoadTools

        lda         DPPointer
        clc
        adc         #$300            ; QuickDraw used $300 bytes
        pha
        Pushword    #0
        Pushword    #$200
        Pushword    #$10
        _SeqStartup                ; starts Synth&Sound Tools
        rtl

MakeWaves    ldx         #0                ; index thru SoundBuffer
             lda         #1                ; base of triangle
             sta         SoundBuffer

Triangle1    inx                ; step thru buffer
             sta         SoundBuffer,x
             inc         A                ; slope up in triangle
             cmp         #$ff            ; byte limit for sound data
             bne         Triangle1

```

```

Triangle2      inx                ; start down slope
               dec                A
               sta                SoundBuffer,x
               cmp                #$01          ; dont want zeros
               bne                Triangle2
               inx                ; pad 3 bytes with 1
               sta                SoundBuffer,x
               inx
               sta                SoundBuffer,x
               inx
               sta                SoundBuffer,x

               ldy                #2            ; make 2 teeth
MakeTooth      lda                #$ff          ; start high
Sawtooth1      inx
               sta                SoundBuffer,x
               dec                A            ; ramp down
               bne                Sawtooth1
               dey                ; do 2nd tooth
               bne                MakeTooth
               lda                #1            ; pad last 2 bytes
               inx
               sta                SoundBuffer,x
               inx
               sta                SoundBuffer,x

               ldy                #255          ; make a square wave
Square1        lda                #1
               inx
               sta                SoundBuffer,x
               dey
               bne                Square1

               ldy                #255
Square2        lda                #255
               inx
               sta                SoundBuffer,x
               dey
               bne                Square2

```

```

                                ldy      #256                ; noise wave
                                inx
Noise1                          phy
                                phx
                                pha                ; space for random result
                                _Random
                                pla
                                bne      NotZero
                                inc      A
NotZero                         plx
                                ply
                                sta      SoundBuffer,x
                                inx
                                inx
                                dey
                                bne      Noise1

                                PushLong #SoundBuffer
                                PushWord #$100            ;DOC start address
                                PushWord #$800            ;byte count
                                _WriteRamBlock

                                rtl

SetInstruments Pushlong #InstTableHandle
                                _SetInstTabl
TrackLoop                      ldx      #3                ; do 4 tracks
                                phx
                                Pushword #64              ; push the priority
                                phx
                                phx
                                _SetTrkInfo
                                plx
                                dex
                                bpl      TrackLoop
                                rtl

```

```

PlaySequence    PushLong    #0                ; No Error Handler Routine
                PushLong    #0                ; No Completion Routine
                PushLong    #Sequence
                _StartSeq

                PushWord    #0
                PushWord    #0
                _ReadChar
                pla

                Pushword    #0                ; No Next Phrase
                _StopSeq
                rtl

CleanUp          _SeqShutdown
                _EMShutdown
                _QDShutdown
                PushWord    MyID
                _DisposeAll
                _Quit QuitParams

                End
*****
Common          Data
QuitParams      dc          i4'0,0,0'        ; Quit back to calling program
MyID            ds          2
tooltable       dc          i'2,26,0,25,0'    ; two tools, numbers 26 & 25
SoundBuffer     . ds        2048              ; 4 waves, 512 bytes each
InstTableHandle dc i4'InstTable'
InstTable       dc    i2'4'
                dc    i4'Sawtooth'
                dc    i4'Square'
                dc    i4'Triangle'
                dc    i4'Noise'

```

```

Sawtooth      dc  i1'127'          ; envelope breakpoint 1
               dc  i1'0,127'        ; Increment Value 1
               dc  i1'120'          ; breakpoint 2
               dc  i1'20,1'         ; increment 2
               dc  i1'120'          ; sustain at 120
               dc  i1'0,0'          ; zero increment is sustain
segment
               dc  i1'0'            ; release to 0 volume
               dc  i1'60,12'        ; slowly
               dc  i1'0,0,0'        ; pad with extra breakpoint
               dc  i1'0,0,0'        ; increment pairs till the
               dc  i1'0,0,0'        ; total is 8
               dc  i1'0,0,0'
               dc  i1'3'            ; release segment is 3rd segment
               dc  i1'32'           ; priority increment
               dc  i1'2,80,90,0,1,1' ; pbrange,vibdep,vibf,spare,A,B
               dc  i1'127,1,2,6,0,12' ; topkey,addr,size,ctrl,pitch
               dc  i1'127,1,2,1,0,12' ; halt b, to be swapped in by a.

Square        dc  i1'127'          ; envelope breakpoint 1
               dc  i1'0,127'        ; Increment Value 1
               dc  i1'120'          ; breakpoint 2
               dc  i1'20,1'         ; increment 2
               dc  i1'120'          ; sustain at 120
               dc  i1'0,0'          ; zero increment is sustain
segment
               dc  i1'0'            ; release to 0 volume
               dc  i1'60,12'        ; slowly
               dc  i1'0,0,0'        ; pad with extra breakpoint
               dc  i1'0,0,0'        ; increment pairs till the
               dc  i1'0,0,0'        ; total is 8
               dc  i1'0,0,0'
               dc  i1'3'            ; release segment is 3rd segment
               dc  i1'32'           ; priority increment
               dc  i1'2,80,90,0,1,1' ; pbrange,vibdep,vibf,spare,A,B
               dc  i1'127,3,2,6,0,12' ; topkey,addr,size,ctrl,pitch
               dc  i1'127,3,2,1,0,12' ; halt b,to be swapped in by a.

```



```

Triangle      dc  i1'127'          ; envelope breakpoint 1
               dc  i1'0,127'        ; Increment Value 1
               dc  i1'120'          ; breakpoint 2
               dc  i1'20,1'         ; increment 2
               dc  i1'120'          ; sustain at 120
               dc  i1'0,0'          ; zero increment is sustain
segment
               dc  i1'0'            ; release to 0 volume
               dc  i1'60,12'        ; slowly
               dc  i1'0,0,0'        ; pad with extra breakpoint
               dc  i1'0,0,0'        ; increment pairs till the
               dc  i1'0,0,0'        ; total is 8
               dc  i1'0,0,0'
               dc  i1'3'            ; release segment is 3rd segment
               dc  i1'32'          ; priority increment
               dc  i1'2,80,90,0,1,1' ; pbrange,vibdep,vibf,spare,A,B
               dc  i1'127,5,2,6,0,12' ; topkey,addr,size,ctrl,pitch
               dc  i1'127,5,2,1,0,12' ; halt b,to be swapped in by a.

Noise         dc  i1'127'          ; envelope breakpoint 1
               dc  i1'0,127'        ; Increment Value 1
               dc  i1'120'          ; breakpoint 2
               dc  i1'20,1'         ; increment 2
               dc  i1'120'          ; sustain at 120
               dc  i1'0,0'          ; zero increment is sustain
segment
               dc  i1'0'            ; release to 0 volume
               dc  i1'60,12'        ; slowly
               dc  i1'0,0,0'        ; pad with extra breakpoint
               dc  i1'0,0,0'        ; increment pairs till the
               dc  i1'0,0,0'        ; total is 8
               dc  i1'0,0,0'
               dc  i1'3'            ; release segment is 3rd segment
               dc  i1'32'          ; priority increment
               dc  i1'2,80,90,0,1,1' ; pbrange,vibdep,vibf,spare,A,B
               dc  i1'127,7,2,6,0,12' ; topkey,addr,size,ctrl,pitch
               dc  i1'127,7,2,1,0,12' ; halt b, to be swapped in by a.

```

Delay	equ	\$80000000	
T1	equ	\$08000000	
T2	equ	\$10000000	
T3	equ	\$18000000	
T0	equ	\$0	
Qtr	equ	\$40000	
Half	equ	\$80000	
Note	equ	\$8000	
C4	equ	\$3C00	
D4	equ	\$3E00	
E4	equ	\$4100	
F4	equ	\$4200	
G4	equ	\$4300	
Chord	equ	\$80	
Sequence	dc	i4'Phrase1'	
Phrase1	dc	i4'1'	; phrase header
	dc	i4'Phrase2'	
	dc	i4'Pattern1'	
	dc	i4'Phrase2'	
	dc	i4'Pattern1'	
	dc	i4'Pattern2'	
	dc	i4'\$FFFFFFFF'	; terminator
Phrase2	dc	i4'1'	; phrase header
	dc	i4'Pattern2'	
	dc	i4'Pattern1'	
	dc	i4'\$FFFFFFFF'	; terminator
Pattern1	dc	i4'0'	; pattern header
	dc	i4'Delay+T0+Qtr+Note+C4+127'	; full volume
	dc	i4'T1+Qtr+Note+C4+Chord+127'	
	dc	i4'Delay+T1+Qtr+Note+G4+127'	
	dc	i4'Delay+T0+Half+Note+F4+127'	
	dc	i4'\$FFFFFFFF'	; terminator

```
Pattern2      dc      i4'0'                ; pattern header
              dc      i4'T2+Note+G4+Chord+127' ; note on
              dc      i4'Note+Half'          ; filler note
              dc      i4'Delay+T2+Qtr+Note+F4+127'
              dc      i4'Delay+T3+Qtr+Note+D4+127'
              dc      i4'T3+Note+G4+Chord+127' ; note off
              dc      i4'2'                  ; allnotesoff
              dc      i4'$FFFFFFFF'          ; terminator

End
```

---

## Note Sequencer housekeeping calls

The following sections discuss Note Sequencer calls that perform common tool set functions.

---

### **SeqBootInit** \$011A

Initializes the Note Sequencer.

▲ **Warning** This call must not be made by an application.▲

**Parameters** This call has no input or output parameters. The stack is unaffected.

**C** `extern pascal void SeqBootInit();`

---

## SeqStartUp \$021A

SeqStartUp starts up the Note Sequencer and performs all the necessary initializations for the tool set. It also makes startup calls to the Sound Tool Set and the Note Synthesizer, so an application should not start up those tool sets before making this call.

Your application must make sure that the MIDI Tool Set has been started before issuing this call.

### Parameters

Stack before call

Previous contents	
<i>dPageAddr</i>	Word—Beginning of Note Sequencer direct page
<i>mode</i>	Word—MIDI flag
<i>updateRate</i>	Word—Rate of interrupt generation
<i>increment</i>	Word—Number of interrupts per system tick
	<—SP

Stack after call

Previous contents	
	<—SP

<b>Errors</b>	\$1A03	startedErr	The Note Sequencer is already started up.
	\$1A07	nsWrongVer	The Note Synthesizer is a version that is incompatible with the Note Sequencer.
		Sound Tool Set errors	Returned unchanged
		Note Synthesizer errors	Returned unchanged

**C**      `extern pascal void SeqStartUp(dPageAddr, mode, updateRate, increment);`

Word      `dPageAddr, mode, updateRate, increment;`

- dPageAddr* Specifies the location for the Note Sequencer's direct page. This direct page must actually be three pages of bank zero memory, starting at the specified address. The first page is used by the Note Synthesizer and Sound Tool Set, and the other two by the Note Sequencer. All three pages must be locked and page-aligned.
- mode* Determines whether the Note Sequencer will operate in interrupt mode, in which updates are performed automatically as interrupts occur, or in step mode, in which updates occur only when explicit step commands are issued. If the low bit of *mode* is set to 0, then interrupts are used; if it is set to 1, then step mode is used.
- The high bit of the *mode* parameter also determines whether MIDI processing is enabled. If an application uses MIDI commands or wants to support automatic generation of appropriate MIDI commands, then the high bit must be set to 1.
- updateRate* Specifies how often the Note Sequencer will update its actions, using interrupts. For example, an *updateRate* value of 500 specifies that the Note Sequencer will receive interrupts at 200 hertz, or every 5 milliseconds. A value of 250 means that interrupts will be available at 100 hertz, or every 10 milliseconds (500 is the default value). The same rate is used by the Note Synthesizer to update its instruments' envelopes.
- increment* Specifies how many interrupts constitute one tick of the Note Sequencer counter. If *updateRate* is 500 and *increment* is 20, then one tick will take 100 milliseconds. The Note Sequencer gets interrupts every 5 milliseconds, and the counter is incremented every 20 interrupts. If a quarter note equals 5 ticks, then it lasts half a second, which corresponds to a tempo of 120 beats per minute. In general, you can compute the number of beats per minute by using the following formula:

$$B = (24 * \text{updateRate}) / (\text{increment} * T)$$

B is beats per minute and T is the number of ticks in a beat.

Typical *updateRate* values might be:

60 Hz	$60/0.4 = 150$ ; <i>updateRate</i> = 150
100 Hz	$100/0.4 = 250$ ; <i>updateRate</i> = 250
200 Hz	$200/0.4 = 500$ ; <i>updateRate</i> = 500

Larger values for *updateRate* result in greater control of a sequence's tempo and smoother envelopes. On the other hand, a higher *updateRate* also requires more processor time to service.

One general method for choosing appropriate *updateRate* and *increment* values is to decide on the shortest note you will want to play. Suppose the shortest note that you want to play is a sixteenth note. Assign sixteenth notes a value of 1. Eighth notes are twice as long, so assign them a value of 2. Quarter notes then receive a value of 4, half notes 8, and whole notes 16. Now decide how long you want a whole note to be and compute the *updateRate* and *increment* so that the duration comes out the way you want it.

Once you have set the *updateRate* value, it remains in effect; you can only change it by making the Note Synthesizer `NSSetUpdateRate` call, or by shutting down and restarting the Note Sequencer. You can change the *increment* value, and the Note Sequencer provides tempo calls that vary the tempo for you.

---

**SeqShutDown \$031A**

Shuts down the Note Sequencer tool set. It frees any buffers that the tools may have allocated. An application that uses the Note Sequencer should call `SeqShutDown` before quitting.

**Parameters** This call has no input or output parameters. The stack is unaffected.

<b>Errors</b>	\$1923	nsNotInit	The Note Synthesizer has not been started.
	\$1A05	noStartErr	The Note Sequencer has not been started up.
	\$0812	noSAppInitErr	The Sound Tool Set was not started up.

**C** `extern pascal void SeqShutDown();`



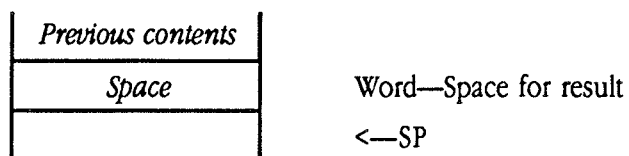
---

**SeqVersion \$041A**

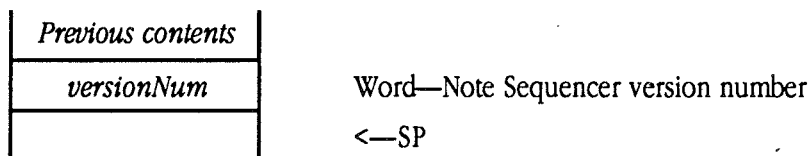
Returns the version number of the Note Sequencer that is currently in use. Refer to Appendix A, "Writing Your Own Tool Set," in Volume 2 of the *Toolbox Reference* for information on the format and content of the returned *versionNum* value.

**Parameters**

Stack before call



Stack after call



**Errors**                None

**C**                      `extern pascal Word SeqVersion();`

---

**SeqReset \$051A**

Resets the Note Sequencer. `SeqReset` is called when the Apple IIGS system is reset. All internal notes presently being played are turned off.

▲ **Warning** This call must not be made by an application.▲

**Parameters** This call has no input or output parameters. The stack is unaffected.

**C** `extern pascal void SeqReset();`

---

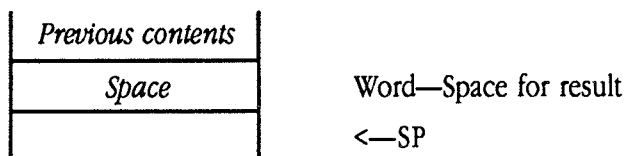
## SeqStatus \$061A

Returns a Boolean flag indicating whether or not the Note Sequencer is active. If the tool set is active, the flag is nonzero; otherwise it is zero.

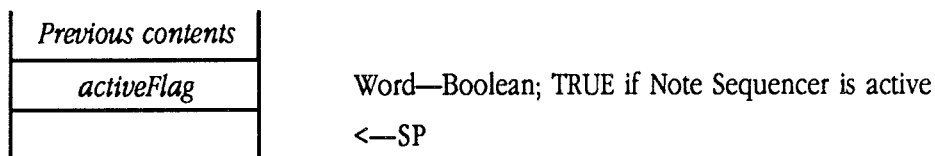
- ◆ *Note:* If your program issues this call in assembly language, initialize the result space on the stack to NIL. Upon return from SeqStatus, your program need only check the value of the returned flag. If the Note Sequencer is not active, the returned value will be FALSE (NIL).

### Parameters

Stack before call



Stack after call



**Errors**                None

**C**                        `extern pascal Boolean SeqStatus();`

---

## Note Sequencer calls

The following sections discuss the Note Sequencer tool calls.

---

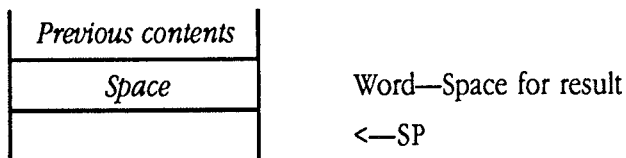
### **ClearIncr** \$0A1A

Sets the Note Sequencer's increment value to 0, halting the current sequence, and returns the previous increment value. Setting the increment to 0 does not disable the Note Sequencer's interrupts, so envelopes are still updated. This means that, although the sequence will not progress, notes being played when the increment was set to 0 may hang. This call is valid only while a sequence is playing.

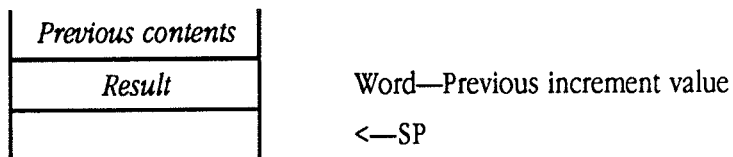
You might try using `SeqAllNotesOff` and `ClearIncr` when you want to stop a sequence and be able to start it again easily. A sequence stopped in this way can easily be restarted with a call to `SetIncr`.

#### Parameters

Stack before call



Stack after call



**Errors**                  None

**C**                          `extern pascal Word ClearIncr();`

---

**GetLoc \$0C1A**

Returns certain information about the sequence that is playing. This call provides an index to the seqItem that is executing, the current pattern, and the nesting level. The nesting level indicates how deeply control has passed into a structure with phrases nested within phrases. A nesting level value of 0 indicates that the Note Sequencer is playing the top-level phrase.

For example, if the Note Sequencer is playing the third seqItem in Pattern 1, which occurs in Phrase 1, then GetLoc returns this information:

```
curPatItem = 3
curPhraseItem = 1
curLevel = 1
```

**Parameters**

Stack before call

<i>Previous contents</i>	
<i>Space</i>	Word—Space for result
<i>Space</i>	Word—Space for result
<i>Space</i>	Word—Space for result
	<—SP

Stack after call

<i>Previous contents</i>	
<i>curPhraseItem</i>	Word—Current pattern in phrase specified by curLevel
<i>curPatItem</i>	Word—Current seqItem in pattern specified by curPhraseItem
<i>curLevel</i>	Word—Nesting level for current phrase
	<—SP

**Errors**                None

**C**                      extern LocRec GetLoc();

---

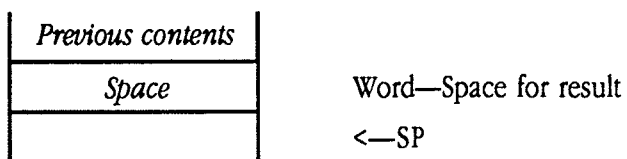
**GetTimer** \$0B1A

---

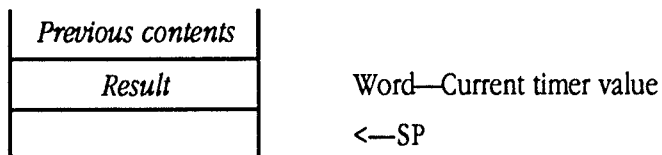
Returns the value of the Note Sequencer's tick counter. While the counter is advancing, the value returned is necessarily somewhat inexact, since the value changes as the call is executed. The call is valid only while a sequence is playing.

**Parameters**

Stack before call



Stack after call



**Errors**                None

**C**                      extern pascal Word GetTimer();

---

**SeqAllNotesOff \$0D1A**

Switches off all notes that are playing, but does not stop the sequence. Thus, any notes that are held are turned off, but the sequence continues. Use this call to temporarily silence all instrument voices while a sequence is active. If the high bit of the *mode* parameter is set, then the Note Sequencer also turns off all external MIDI notes of which it is aware.

**Parameters**      This call has no input or output parameters. The stack is unaffected.

**Errors**            None

**C**                  `extern pascal void SeqAllNotesOff();`

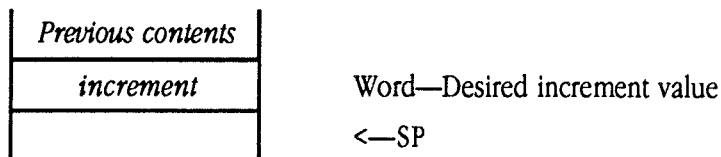
---

**SetIncr \$091A**

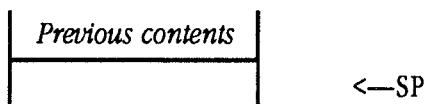
Sets the Note Sequencer's increment value. An application can use this facility to control the tempo of a sequence. If the increment value is set to 0, the sequence will halt.

**Parameters**

Stack before call



Stack after call



**Errors**                None

**C**                      extern pascal SetIncr(increment);

Word                  increment;



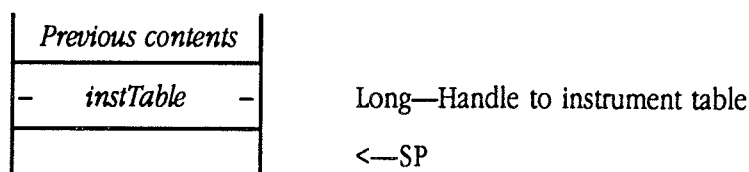
---

**SetInstTable \$121A**

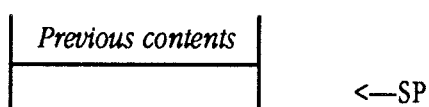
Sets the current instrument table to the one specified in *instTable*.

**Parameters**

Stack before call



Stack after call

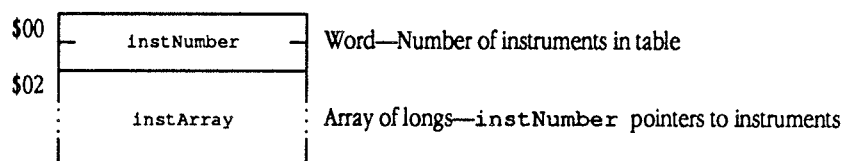


**Errors**                None

**C**                        `extern pascal void SetInstTable(instTable);`

`Handle     instTable;`

*instTable*                The *instTable* parameter is a handle to an instrument table. The instrument table is a data structure in Apple IIGS memory that contains pointers to one or more instruments. The format of an instrument table is as follows:



Note that the first pointer in the array corresponds to instrument 0. See Chapter 41, "Note Synthesizer," in this book for more information about instruments.

---

**SetTrkInfo** \$0E1A

Assigns instruments in the current instrument table to logical tracks, and determines the priorities of the instruments so that the Note Sequencer can correctly allocate generators to them. An application should call `SetTrkInfo` for each track it uses, before starting to play a sequence.

If MIDI was enabled when the Note Sequencer was started up, then `SetTrkInfo` can be used to enable MIDI output on particular tracks. If the most significant bit of the *trackNum* parameter is set, then everything played on the specified track will produce MIDI output on the channel number specified by the second most significant byte of *trackNum*. For example, a *trackNum* value of \$8201 specifies that everything played on track 1 produces MIDI output on MIDI channel 2.

The application may disable the internal voices of the Apple IIGS for a specified track by issuing this call with the highest bit of the *instIndex* parameter set.

You must make a `SetInstTable` call before issuing this call.

**Parameters**

Stack before call

<i>Previous contents</i>	
<i>priority</i>	Word—Priority value
<i>instIndex</i>	Word—Index number for instrument (first instrument is number 0)
<i>trackNum</i>	Word—Track number for instrument
	<—SP

Stack after call

<i>Previous contents</i>	
	<—SP

<b>Errors</b>	\$1A06	<code>instBndsErr</code>	The specified instrument number is out of the bounds of the instrument table.
---------------	--------	--------------------------	---

```
C      extern pascal void SetTrkInfo(priority, instIndex,
                                     trackNum);

      Word      priority, instIndex, trackNum;
```

---

**StartInts** \$131A

Enables interrupts. Use this call to restore normal functioning after a call to `StopInts`.

**Parameters** This call has no input or output parameters. The stack is unaffected.

**Errors** None

**C** `extern pascal StartInts();`

---

**StartSeq \$0F1A**

Starts interpretation of a series of seqItems stored at the address specified by *sequence*.

**Parameters**

Stack before call

<i>Previous contents</i>	
- <i>errHndlrRoutine</i>	Long—Pointer to error handler
-	
- <i>compRoutine</i> -	Long—Pointer to completion routine
- <i>sequence</i> -	Long—Handle to sequence
	<—SP

Stack after call

<i>Previous contents</i>	
	<—SP

<b>Errors</b>	\$1921	nsNoneAvail	Note Synthesizer error: no generator is available.
	\$1A00	noRoomMidiErr	The Note Sequencer is tracking 32 notes that are currently playing; there is no room for a MIDI NoteOn.
	\$1A01	noCommandErr	The current seqItem is not valid in its context.
	\$1A02	noRoomErr	The sequence is nested more than twelve levels deep.
	\$1A04	noNoteErr	Can't find the note for a NoteOff command.
	\$1A05	noStartErr	The Note Sequencer has not been started up.
	\$2004	miToolsErr	Required tools not active or wrong version
	\$2007	miNoBufErr	No MIDI output buffer is allocated.

## C

```
extern pascal void StartSeq(errHndlrRoutine,
                           compRoutine, sequence);
```

```
Pointer   errHandlerRoutine, compRoutine;
Handle    sequence;
```

*errHndlrRoutine* The *errHandlerRoutine* parameter is a pointer to an error handling routine supplied by the application programmer. If *errHndlrRoutine* is set to NIL, then Note Sequencer will not invoke a routine. For information about error handling routines for the Note Sequencer, see "Error handlers and completion routines" in this chapter.

*compRoutine* The *compRoutine* parameter points to a routine to be called when *startSeq* reaches the end of a sequence. If *compRoutine* is set to NIL, then Note Sequencer will not invoke a routine. For information about completion routines for the Note Sequencer, see "Error handlers and completion routines" in this chapter.

*sequence* The *sequence* parameter is a handle to the phrase to be executed by the Note Sequencer. The handle passed in *sequence* should be locked. If the Note Sequencer is running in interrupt mode, as specified by the *mode* parameter of the *seqStartUp* call, then the Note Sequencer will simply start interpreting *seqItems*. If, however, the *mode* parameter specified that the Note Sequencer start up in step mode, then the *startSeq* call must be followed by a series of calls to *stepSeq* to play the *seqItems* individually.

---

**StartSeqRel \$151A**

Starts interpretation of a series of seqItems stored at the address specified by *sequence*. This call differs from `startSeq` in that it uses relative addressing from the beginning of the sequence. That is, all phrase and pattern pointers are interpreted as offsets from the start of the sequence, rather than as absolute addresses. As a result, coding phrases and patterns is easier. Following the call description you will find a code sample showing how to specify these relative offsets.

The Note Sequencer uses the dereferenced value of *sequence* as the base address for all phrases and patterns. It does not check for overflow, and does not support negative offsets from the specified base address.

**Parameters**

Stack before call

<i>Previous contents</i>	
- <i>errHndlrRoutine</i>	Long—Pointer to error handler
-	
- <i>compRoutine</i> -	Long—Pointer to completion routine
- <i>sequence</i> -	Long—Handle to sequence
	<—SP

Stack after call

<i>Previous contents</i>	
	<—SP

<b>Errors</b>	\$1921	nsNoneAvail	Note Synthesizer error: no generator is available.
	\$1A00	noRoomMidiErr	The Note Sequencer is tracking 32 notes that are currently playing; there is no room for a MIDI NoteOn.
	\$1A01	noCommandErr	The current seqItem is not valid in its context.
	\$1A02	noRoomErr	The sequence is nested more than twelve levels deep.
	\$1A04	noNoteErr	Can't find the note for a NoteOff command.
	\$1A05	noStartErr	The Note Sequencer has not been started up.
	\$2004	miToolsErr	Required tools not active or wrong version
	\$2007	miNoBufErr	No MIDI output buffer is allocated.

**C**

```
extern pascal void StartSeqRel (errHndlrRoutine,
                                compRoutine, sequence);

Pointer   errHndlrRoutine, compRoutine;
Handle    sequence;
```

**errHndlrRoutine** The *errHndlrRoutine* parameter is a pointer to an error handling routine supplied by the application programmer. If *errHndlrRoutine* is set to NIL, then Note Sequencer will not invoke a routine. For information about error handling routines for the Note Sequencer, see "Error handlers and completion routines" in this chapter.

**compRoutine** The *compRoutine* parameter points to a routine to be called when *startSeq* reaches the end of a sequence. If *compRoutine* is set to NIL, then Note Sequencer will not invoke a routine. For information about completion routines for the Note Sequencer, see "Error handlers and completion routines" in this chapter.

*sequence*

The *sequence* parameter is a handle to the phrase to be executed by the Note Sequencer. The handle passed in *sequence* should be locked. If the Note Sequencer is running in interrupt mode, as specified by the *mode* parameter of the `seqStartUp` call, then the Note Sequencer will simply start interpreting `seqItems`. If, however, the *mode* parameter specified that the Note Sequencer start up in step mode, then the `startSeq` call must be followed by a series of calls to `stepSeq` to play the `seqItems` individually.



**Sample sequence with relative addressing**

The following example is a sequence presented in 65816 assembly language, showing how to set up relative addressing for StartSeqRel.

```

Delay      equ      $80000000
T1         equ      $08000000
T2         equ      $18000000
qtr        equ      $40000
hlf        equ      $80000
Note       equ      $8000
C4         equ      $3C00
D4         equ      $3E00
F4         equ      $4100
G4         equ      $4300
Chord      equ      $80

phrhndl    dc        i4'phr1-phrhndl'
phr1       dc        i4'01'                ; it's a phrase
           dc        i4'phr2-phrhndl'
           dc        i4'pat1-phrhndl'
           dc        i4'phr2-phrhndl'
           dc        i4'pat1-phrhndl'
           dc        i4'pat2-phrhndl'
           dc        i4'$FFFFFFFF'          ; end of phrase 1

phr2       dc        i4'01'                ; it's a phrase
           dc        i4'pat2-phrhndl'
           dc        i4'pat1-phrhndl'
           dc        i4'$FFFFFFFF'          ; end of phrase 2

pat1       dc        i4'00'                ; it's a pattern
           dc        i4'Delay+T1+qtr+Note+C4+115'
           dc        i4'T1+qtr+Note+C4+Chord+115'
           dc        i4'Delay+T2+qtr+Note+G4+115'
           dc        i4'Delay+T1+hlf+Note+F4+115'
           dc        i4'$FFFFFFFF'          ; end of pat1

```

```
pat2      dc      i4'00'                ; it's a pattern
          dc      i4'T1+Note+G4+Chord+115'      ; NoteOn
          dc      i4'Note+hlf'                ; filler note
          dc      i4'Delay+T2+qtr+Note+F4+115'
          dc      i4'Delay+T2+qtr+Note+D4+115'
          dc      i4'T1+Note+G4+Chord+115'      ; NoteOff
          dc      i4'$00000002'                ; AllNotesOff
          dc      i4'$FFFFFFFF'                ; end of pat2
```

---

**StepSeq \$101A**

Increments the Note Sequencer counter, causing the appropriate seqItems in the current sequence to be processed. A `StepSeq` call is the equivalent of one tick of the Note Sequencer counter, which consists of a number of interrupts equal to the value of the *increment* parameter of the `SeqStartUp` call.

**Parameters**      This call has no input or output parameters. The stack is unaffected.

<b>Errors</b>	\$1921	nsNoneAvail	Note Synthesizer error: no generator is available.
	\$1A01	noCommandErr	The current seqItem is not valid in its context.
	\$1A02	noRoomErr	The sequence is nested more than twelve levels deep.
	\$1A04	noNoteErr	Can't find the note for a NoteOff command.

**C**      `extern pascal void StepSeq();`

---

**StopInts \$141A**

Disables Note Synthesizer and Note Sequencer interrupts.

If the Note Sequencer is started up, and interrupts are enabled, the Note Synthesizer calls the Note Sequencer interrupt handler whenever an interrupt occurs. When no notes are being played, the overhead involved in this processing is unnecessary, so `StopInts` provides a way to cause the Note Synthesizer not to service the interrupts. To restart interrupt processing, use the `StartInts` call.

The `StartSeq` call starts interrupt processing automatically, and the `SeqShutDown` automatically halts it. No other Note Sequencer call affects interrupt processing except `StopInts`, `StartInts`, and `SeqShutDown`.

**Parameters**        This call has no input or output parameters. The stack is unaffected.

**Errors**            None

**C**                `extern pascal void StopInts();`

---

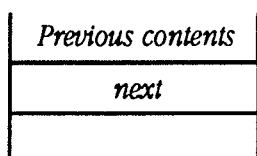
## StopSeq \$111A

Halts interpretation of a phrase. The *next* parameter specifies whether execution should continue if there are more phrases to be executed in the current sequence. If so, the next phrase begins. Otherwise, the sequencer simply stops and calls the application's completion routine. See "Error handlers and completion routines" in this chapter for more information on completion routines. If *next* is not equal to 0, then the current phrase terminates and execution continues with the next phrase.

If any notes are turned on with NoteOn commands, and a call to StopSeq halts the phrase in which they occur, they could continue to play forever, waiting for NoteOff commands that will never occur. You should thus take care to turn off any such notes before making a call to StopSeq.

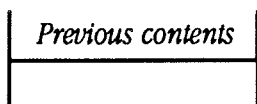
### Parameters

Stack before call



Word—Boolean; TRUE to process remaining phrases  
 ←SP

Stack after call



←SP

**Errors**                None

**C**                    `extern pascal StopSeq(next);`  
                       `Boolean    next;`

---

## Note Sequencer error codes

This section lists the error codes that may be returned by Note Sequencer calls.

Value	Name	Definition
\$1A00	noRoomMidiErr	The Note Sequencer is tracking 32 notes that are currently playing; there is no room for a MIDI NoteOn.
\$1A01	noCommandErr	The current seqItem is not valid in its context.
\$1A02	noRoomErr	The sequence is nested more than twelve levels deep.
\$1A03	startedErr	The Note Sequencer is already started up.
\$1A04	noNoteErr	Can't find the note for a NoteOff command.
\$1A05	noStartErr	The Note Sequencer has not been started up.
\$1A06	instBndsErr	The specified instrument number is out of the bounds of the instrument table.
\$1A07	nsWrongVer	The Note Synthesizer is a version that is incompatible with the Note Sequencer.



## Chapter 41 **Note Synthesizer**

This chapter documents the Note Synthesizer. This is new documentation, not previously presented in the *Apple IIGS Toolbox Reference*.



---

## About the Note Synthesizer

The Note Synthesizer is a tool set that controls operation of the Apple IIGS Digital Oscillator Chip (DOC). With it, an application can turn the Apple IIGS into a digital synthesizer for playing music and generating sound effects. The Note Synthesizer provides far more control over a sound than the Sound Tool Set, and supports looping within a sound sequence and enveloping a sound.

---

## Using the Note Synthesizer

An application that uses the Note Synthesizer must first start it up and write the wave information to the DOC RAM by using the Sound Tool Set's `WriteRAMBlock` call, then allocate Digital Oscillator Chip generators for its use with `AllocGen`. It can play musical notes with individual calls to `NoteOn` and `NoteOff` for each note that it plays. `NoteOn` starts a generator and the process that automatically updates envelopes as it plays its assigned instrument. When the application calls `NoteOff`, the Note Synthesizer enters the release phase of the envelope for that generator, and the note begins to die away.

The Note Synthesizer requires that the Sound Tool Set be loaded and started up.

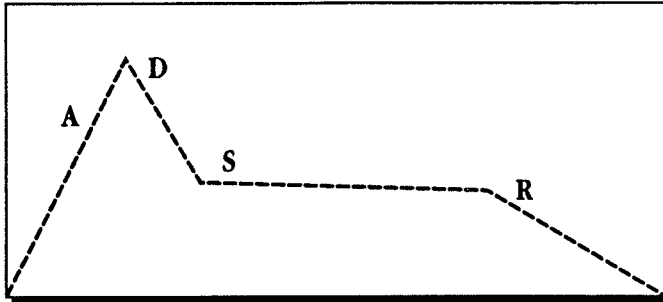
---

## The sound envelope

The envelope describes the graph of a sound's loudness over time. The terms *loudness*, *amplitude*, and *volume* all refer to the same characteristic of a sound. In addition, the MIDI quantity velocity is normally mapped to a note's loudness, so that, for instance, the faster a key on a keyboard is struck, the louder its corresponding note will be. A note's envelope is what gives it its dynamic quality. A short, sharp sound has a steep, short envelope, and a long, smooth sound has a flatter, longer envelope.

A synthesizer's envelope is traditionally described in terms of **attack**, **decay**, **sustain**, and **release**, or **ADSR**. Figure 41-1 shows an example of a simple envelope described in terms of ADSR.

- **Figure 41-1** Sound envelope, showing attack, decay, sustain, and release



The attack portion of an envelope is the period when the sound is increasing from silence to its peak loudness. This part of the envelope determines the suddenness of a sound. A drumbeat or a plucked string has an extremely steep attack, whereas a bowed string or a softly blown wind instrument has a much flatter attack.

The decay part of the envelope is the period when the sound falls off from its peak loudness to the level it stays at, which is its sustain portion. Attack and decay together can be used to control a sound's percussiveness. Sounds with a steep attack and decay tend to sound plucked or percussive. A steep attack followed by a flat decay, or by little or no decay, blares like a loud trumpet. A very flat attack and decay produce a sound with a soft, smooth quality.

Sustain determines the note's overall perceived loudness and duration. A drumbeat has virtually no sustain or release; it consists almost entirely of attack and decay. A long, slow note on a violin, on the other hand, might have a very flat attack and decay, and a long, high sustain.

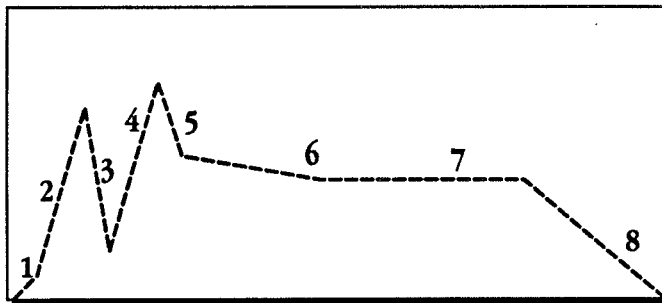
The release is the portion of a note as it dies away. Long releases can produce a nice ringing quality, but can also be a problem if a note is still sounding when another note starts and is dissonant with the first note.

### Note Synthesizer envelopes

The envelope definition in the Note Synthesizer's instrument record is somewhat more complex than this simple four-part scheme. The instrument's envelope field can specify up to eight segments instead of just four, so more complex sequences of attack, decay, sustain, and release are possible. For example, the physical properties of pianos cause them to have a complex envelope with two attack segments. A simple ADSR is therefore limited in its ability to simulate a piano's envelope. The Note Synthesizer can do better, because its eight envelope segments allow a closer approximation of the piano's actual envelope.

Figure 41-2 shows an envelope created with eight envelope segments.

■ **Figure 41-2** Typical Note Synthesizer envelope



An instrument's envelope definition is composed of up to eight linear segments. During each segment, the note's loudness slopes from its starting value toward its defined breakpoint value. The segments are defined as a series of breakpoints and increments.

The breakpoint represents the loudness of the sound in a byte value between 0 and 127 on a logarithmic loudness scale. A value difference of 16 represents a change of 6 decibels in loudness.

The increment determines the amount of time to be spent reaching the breakpoint volume. The value is a 2-byte fixed-point number which indicates the amount by which the current volume is to be adjusted at each update (the default rate is 100 updates per second; you can set other values with the `NSStartUp` and `NSSetUpdateRate` tool calls). The low-order byte contains the numerator for a fractional increment. For example, an increment value of 1 translates to a fractional increment of  $\frac{1}{256}$ . In this case, the volume will be incremented once every 256 interrupts. The Note Synthesizer will process the segment until its volume reaches the specified breakpoint value, at which time it moves to the next segment.

The shape of the envelope is arbitrary; it can be any shape that can be specified in eight segments, so complex envelopes are possible. The last breakpoint, though, should always be 0, so that the note dies away at the end. The volume should not go to 0 before the end of the segment or the sound is considered done.

The length of time that a segment of the envelope lasts is given by the following formula:

$$T = \frac{|(L-N)| \cdot 256}{(0.4) \cdot (I \cdot R)}$$

where

T = segment's duration

L = last breakpoint

N = next breakpoint

I = increment value

R = update rate

As an example, for a segment that changes from 30 to 40 with an increment value of 25 and an update rate of 100 cycles per second, the formula becomes

$$T = \frac{|(30-40)| \cdot 256}{(0.4) \cdot (25 \cdot 100)} = \frac{2560}{(0.4)2500} = 2.56 \text{ seconds}$$

Thus, with the given parameters, the specified segment will last 2.56 seconds.

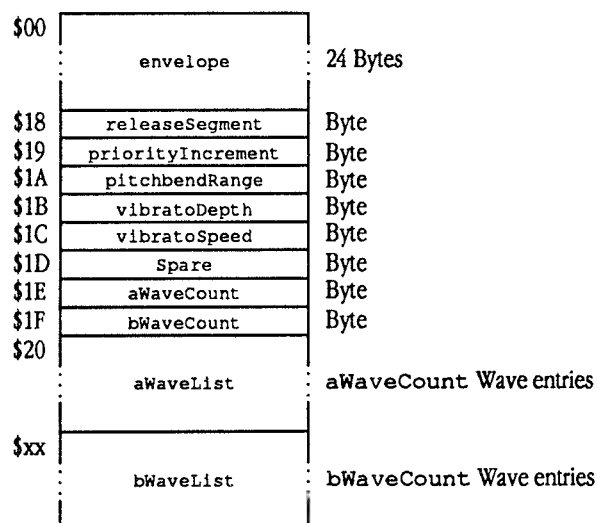
The increment value of a sustain segment is 0, so the previous formula cannot be used to calculate the duration of the sustain portion of an envelope. Instead, the sustain portion simply continues until a release is signaled. If the release portion of the note sustains, then the note will continue to be played until there are no available generators left, and the generator producing the note is reallocated to another note.

---

## Instruments

The Note Synthesizer's basic functional unit is an instrument. This is a data structure stored somewhere in the memory of the Apple IIGS that defines the sound characteristics of a played note. When a program makes the `NoteOn` call, it passes a pointer to an instrument, and that instrument is used while generating the sound. Figure 41-3 shows the format of the instrument data structure.

■ **Figure 41-3** Instrument data structure



**envelope** Specifies the envelope for the sound, as a series of 8 segments, each a breakpoint and increment value pair (see "Note Synthesizer envelopes" in this chapter for detailed information on these concepts). Each breakpoint is a one-byte value specifying a target volume level in the range from 0 through 127. Each increment is a two-byte value which determines the amount of time the Note Synthesizer will spend reaching the breakpoint volume.

The `envelope` array has the following format:

\$00	breakpoint0	Byte—Breakpoint value for segment 0
\$01	increment0	Word—Increment value for segment 0
\$03	breakpoint1	Byte—Breakpoint value for segment 1
\$04	increment1	Word—Increment value for segment 1
\$15	breakpoint7	Byte—Breakpoint value for segment 7
\$16	increment7	Word—Increment value for segment 7

#### **releaseSegment**

Defines the segment at which release begins when a `NoteOff` call is made. Its value can be any number from 0 to 7, and identifies which segment in sequence is the beginning of the release phase of the envelope. The release portion may thus occupy several segments, but the last breakpoint should always be 0. For example, if `releaseSegment` is set to 5 and `breakpoint7` has a value of 0, the Note Synthesizer ramps through segments 5, 6, and 7 before shutting down.

**priorityIncrement**

Subtracted from the generator's priority value when the envelope reaches its sustain phase. The Note Synthesizer uses the changing priority values to reallocate generators, giving higher priority to notes that are just starting. When an envelope reaches the release portion, the priority value assigned to its generator is again reduced, this time to half its current value. Thus, the higher priorities go to notes that are just starting; notes being sustained are accorded lower priority, and notes in their release phase receive lowest priority. This is just a rule of thumb; the actual priority values depend on the priority that was specified when the generator was allocated. For more information on generator priorities, see "Generators" in this chapter.

**pitchbendRange**

Specifies the maximum pitch bend that is possible on the note. The maximum possible value for a pitch bend is 127; `pitchbendRange` specifies by how many semitones the pitch is raised with the pitch bend value of 127. The legal values are 1, 2, and 4 semitones. Note that the only way to change the pitchbend value for a note that is playing is to change the `pitchbend` field of the appropriate Generator Control Block (GCB) (see "Generators" in this chapter for information on the format and content of the GCB).

The `pitchbend` field is mainly used by the Note Sequencer. It is possible to set its value directly, but it is normally used by the Note Sequencer to pass information to the Note Synthesizer about how to play notes in a sequence.

**vibratoDepth**

Any number from 0 to 127. A depth of 0 specifies that there is no vibrato effect on the note. Vibrato is produced by modulating the pitch of the two oscillators that make up a generator, using a triangle wave produced by a Low Frequency Oscillator (LFO). When the `vibratoDepth` parameter specifies that there is to be no vibrato effect, the vibrato software is switched off to save processing time, because the processing required to create the triangle wave can consume a large amount of processor time.

**vibratoSpeed**

Controls the rate of vibrato. Higher values produce faster vibrato. The actual speed of vibrato effect depends on the update rate, which defaults to 100 updates per second. You can set other rates with the `NSStartUp` and `NSSetUpdateRate` tool calls.

`aWaveCount`, `bWaveCount`

Specify the number of waves in the wavelists that follow the wavecounts. The Note Synthesizer can use sampled or artificially created waveforms to produce its notes.

`aWaveList`, `bWaveList`

A wavelist is an array of variable length. The elements of the array are 6-byte structures. A wavelist can contain up to 255 entries.

An entry in a wavelist data structure specifies wave data that is intelligible for the DOC. The Note Synthesizer places the data into the DOC registers.

\$00	<code>topKey</code>	Byte
\$01	<code>waveAddress</code>	Byte
\$02	<code>waveSize</code>	Byte
\$03	<code>DOCMode</code>	Byte
\$04	<code>relPitch</code>	Word

`topKey`

When the Note Synthesizer plays a note, it examines the `topKey` field of each waveform in the wavelists until it finds a value that is greater than or equal to the value of the note it is attempting to play. The first waveform it finds with an acceptable `topKey` value is the one it plays. For this reason, waveforms should be stored in increasing order of `topKey` value. The last waveform in a wavelist should have a value of 127, the maximum valid pitch value.

`waveAddress`

The `waveAddress` parameter is the high byte of the waveform's address in Sound RAM. Its value is copied into the Address Pointer register of the DOC.

`waveSize`

The `waveSize` parameter sets the size of the DOC's wave table, and the frequency resolution of the DOC. This parameter is copied directly to the DOC's Bank-Select/TableSize/Resolution register. The resolution and table size should normally be equal. See Chapter 47, "Sound Tool Set Update," in this book and the *Apple IIGS Hardware Reference* for more information.



<code>DOCMODE</code>	The <code>DOCMODE</code> parameter sets the mode of the Digital Oscillator Chip. This parameter corresponds to the Control register of the DOC, and supplies the stereo position of the oscillator. Bit 3 of this register (the interrupt enable bit for the DOC) should always be set to 0. See Chapter 47, "Sound Tool Set Update," in this book and the <i>Apple IIGS Hardware Reference</i> for more information.
<code>relPitch</code>	The <code>relPitch</code> parameter is a word value that is used to tune the waveform. The high-byte value is the semitone, and the low byte is fractions of semitones. A value of 1 in the low byte corresponds to $\frac{1}{256}$ of a semitone. A wavelist can specify a full range of notes for an instrument with entries for each note that differ only in the <code>relPitch</code> field. Such a wavelist would specify an instrument whose timbre is the same for every note; only the pitch is different.

For more information on DOC registers and waveforms, see Chapter 47, "Sound Tool Set Update," in this book and the *Apple IIGS Hardware Reference*.

---

## DOC memory

One page of bank zero memory must be allocated to the Sound Tool Set for use as a direct page. The Note Synthesizer shares this direct-page space with the Sound Tool Set.

An application that uses the Note Synthesizer must load any waveforms that it can use into DOC memory with the Sound Tool Set call `WRITE_RAM_BLOCK`. You must not place a 0 in the first 256 bytes of DOC memory because it halts the timer oscillator; this will cause a system failure. If the application uses the clock function of the MIDI tools, then it must not write to the first 256 bytes of DOC memory.

---

## Generators

Each generator is a pair of DOC oscillators. There are 32 such oscillators; two of them are reserved for the use of Apple Computer, Inc. The remaining 30 are paired into 15 generators for the Note Synthesizer. The Note Synthesizer uses one of these generators as a timer, leaving 14 generators for general use. If the MIDI Tool Set is started up and is using the MIDI clock function, another generator is allocated to serve as the MIDI clock, leaving 13 general-purpose generators for application use.

The Note Synthesizer allocates generators to all the different sound tools that may need them. It therefore requires a priority scheme for allocating generators in the event that a generator is requested when all generators are in use. When a generator is allocated, it receives a priority. A generator's priority may range from 0 through 128. A priority of 0 means the generator is not being used and will be allocated to any use that requests it. A priority of 128 indicates that the generator is locked and cannot be reallocated. The remaining values in a generator's range are used by the Note Synthesizer to control allocation of generators.

The Note Synthesizer automatically lowers the priority of a generator that has reached the sustain portion of its envelope, and lowers it again when it reaches the release portion. When the note stops, the generator's priority becomes 0. An application specifies a priority when requesting allocation of a generator, so that allocation occurs when a generator is available with a priority lower than that requested.

The Note Synthesizer divides its direct-page area into 15 blocks of 16 bytes, called generator control blocks (GCB). The GCB contains the values of any "knobs" or "controllers" affecting the parameters of the note that it is currently playing. A programmer normally should not access the GCB.

Figure 41-4 shows the format and content of the GCB.

■ **Figure 41-4** Generator control block

\$00	synthID	Byte—Identifies user of generator
\$01	genNum	Byte—Identifies the generator itself
\$02	semitone	Byte—Note currently being played by the generator
\$03	volume	Byte—Output volume for current note
\$04	pitchbend	Byte—Pitchbend value for current note
\$05	vibratoDepth	Byte—Vibrato for current note
\$06	Reserved	10 Bytes—Note Synthesizer and Sound Tools reserved

**synthID** Identifies who is currently using the generator. Valid values are

0	Not used
1	Sound Tool Set freeform synthesizer
2	Note Synthesizer
3	Reserved for use by Apple Computer, Inc.
4	MIDI Tool Set
5–7	Reserved for use by Apple Computer, Inc.
8–15	User defined

**genNum** Uniquely identifies the generator. Valid values lie in the range from 0 through 13 (\$00 through \$0D). Your application uses this value to identify a specific generator to the Note Synthesizer. The tool set returns the identifier on the `AllocGen` call.

**semitone** Identifies the note currently being played. Contains a standard MIDI value in the range from 0 to 127, where middle C has a value of 60.

**volume** Identifies the output volume for the current note specified by **semitone**. Valid values lie in the range from 0 through 127, and correspond to MIDI velocity. A 16-step change in **volume** corresponds to a 6 decibel change in amplitude.

**pitchbend** Identifies pitch bend to be applied to the note specified by **semitone**. Valid values lie in the range from 0 through 127; a value of 64 specifies no pitch bend. The **pitchbendRange** field of the instrument record (see “Instruments” earlier in this chapter) specifies the maximum allowable pitch bend, in semitones.

vibratoDepth	Specifies the depth of vibrato for the note. Valid values lie in the range from 0 through 127. A value of 0 indicates no vibrato (this is the recommended value). A value of 127 yields maximum vibrato depth.
Reserved	Area reserved for internal use by the Note Synthesizer and the Sound Tool Set.

---

## Note Synthesizer housekeeping calls

All the call descriptions for the Note Synthesizer are new. The tool calls were not previously documented in the *Apple IIGS Toolbox Reference*.

---

### **NSBootInit** \$0119

Initializes the Note Synthesizer.

▲ **Warning**     An application must not make this call. ▲

**Parameters**     This call has no input or output parameters. The stack is unaffected.

**Errors**           None

**C**                `extern pascal void NSBootInit();`

---

**NSStartUp \$0219**

Starts up the Note Synthesizer for use by an application. An application must make this call before it makes any other Note Synthesizer calls except `NSStatus` or `NSVersion`. The *updateRate* parameter specifies the rate at which interrupts are generated to update envelopes and low-frequency oscillations. The value is in units of 0.4 Hz. Reasonable values for this parameter include 150, 250, and 500. The default value is 500. Low rates require less overhead, but higher rates generate smoother sounding envelopes.

The *userUpdateRtn* parameter is a pointer to a routine that is called during every timer interrupt. Sequencer programs are an example of software that might use routines that run during Note Synthesizer interrupts, and, in fact, this is how the Note Sequencer works. A value of 0 indicates that there is no user update routine.

**Parameters**

Stack before call

Previous contents	
<i>updateRate</i>	Word—Rate of envelope generation
– <i>userUpdateRtn</i> –	Long—Pointer to custom interrupt routine
	<—SP

Stack after call

Previous contents		<—SP	
<b>Errors</b>	\$1901	nsAlreadyInit	Note Synthesizer already started up.
	\$1902	nsSndNotInit	Sound Tool Set not started up.
	\$1925	soundWrongVer	Incompatible version of Sound Tool Set.

```

C      extern pascal void NSStartUp(updateRate,
                                   userUpdateRtn);

      Word      updateRate;
      Pointer   userUpdateRtn;
  
```

---

**NSShutDown**     **\$0319**

Shuts down the Note Synthesizer and turns off all generators. An application should make this call before quitting.

**Parameters**     This call has no input or output parameters. The stack is unaffected.

**Errors**     \$1923     nsNotInit     Note Synthesizer not started up.

**C**     `extern pascal void NSShutDown();`

---

**NSVersion \$0419**

Returns the version number of the Note Synthesizer. Refer to Appendix A, "Writing Your Own Tool Set," in Volume 2 of the *Toolbox Reference* for information about the format and content of the *versionNum* return value.

**Parameters**

Stack before call

Previous contents	
Space	Word—Space for result
	←SP

Stack after call

Previous contents	
versionNum	Word—Note Synthesizer version number
	←SP

**Errors**                None

**C**                      `extern pascal Word NSVersion();`



---

**NSReset** \$0519

Resets the Note Synthesizer.

▲ **Warning**     An application must not make this call. ▲

**Parameters**     This call has no input or output parameters. The stack is unaffected.

**Errors**           None

**C**                `extern pascal void NSReset();`

---

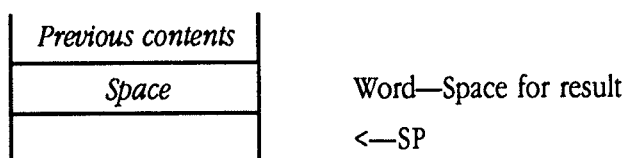
**NSStatus \$0619**

Returns a Boolean value indicating whether the Note Synthesizer is active. If the Note Synthesizer is active, `NSStatus` returns TRUE. Otherwise, the call returns FALSE.

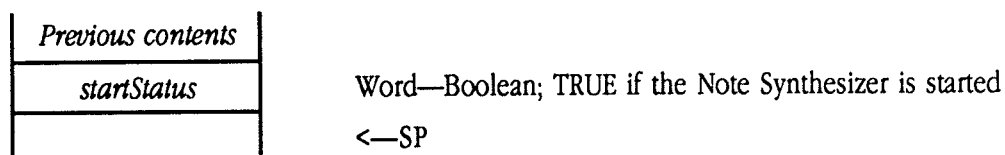
- ◆ *Note:* If your program issues this call in assembly language, initialize the result space on the stack to NIL. Upon return from `NSStatus`, your program need only check the value of the returned flag. If the Note Synthesizer is not active, the returned value will be FALSE (NIL).

**Parameters**

Stack before call



Stack after call



**Errors**                      None

**C**                              `extern pascal Boolean NSStatus();`

---

## Note Synthesizer calls

The following sections discuss the Note Synthesizer tool calls.

---

### **AllNotesOff** \$0D19

Turns off all Note Synthesizer generators and sets their priorities to 0. It does not affect generators not used by the Note Synthesizer, such as those allocated to the freeform synthesizer.

**Parameters**      This call has no input or output parameters. The stack is unaffected.

**Errors**            None

**C**                  `extern pascal void AllNotesOff();`

---

**AllocGen \$0919**

Requests the allocation of a sound generator. Returns a generator number from 0 to 13. The call will reallocate a generator if all generators are allocated and the specified *requestPriority* exceeds that of one of the previously allocated generators.

**Parameters**

Stack before call

<i>Previous contents</i>	
<i>Space</i>	Word—Space for result
<i>requestPriority</i>	Word—Desired generator priority
	<—SP

Stack after call

<i>Previous contents</i>	
<i>genNum</i>	Word—Number of allocated generator
	<—SP

<b>Errors</b>	\$1921	nsNotAvail	No generators available to allocate.
	\$1923	nsNotInit	Note Synthesizer not started up.

**C**            `extern pascal Word AllocGen(requestPriority);`  
               `Word        requestPriority;`

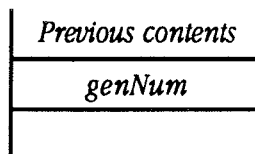
---

**DeAllocGen** \$0A19

Sets the named generator's allocation priority to zero and halts its oscillators. Any subsequent allocation request with a valid *requestPriority* will then succeed.

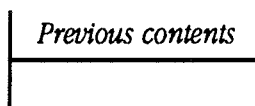
**Parameters**

Stack before call



Word—Number of generator to deallocate  
 ←SP

Stack after call



←SP

**Errors**      \$1922      nsBadGenNum      Invalid generator number.

**C**              extern pascal void DeAllocGen (genNum) ;  
                  Word          genNum;

---

**NoteOff \$0C19**

Switches the specified generator to release mode, which causes the note being generated to die out. When the note's volume is 0, the generator's priority is set to 0, and it is considered to be off. The *genNum* and *semitone* parameters should be set to the same values specified in the corresponding *NoteOn* call.

**Parameters**

Stack before call

<i>Previous contents</i>	
<i>genNum</i>	Word—Generator number
<i>semitone</i>	Word—Note being played
	<—SP

Stack after call

<i>Previous contents</i>	
	<—SP

**Errors**                None

**C**                    `extern pascal void NoteOff(genNum, semitone);`

                      Word        `genNum, semitone;`

---

**NoteOn**     **\$0B19**

Initiates the generation of a note on a specified generator. The *genNum* parameter should be a value returned by the `AllocGen` call. The *semitone* parameter is a standard MIDI value from 0 to 127, where middle C is designated by the value 60. The *volume* parameter is a value from 0 to 127 that can be treated as synonymous with MIDI velocity. The value is copied into the generator control block, and is used to scale the note's amplitude. A change of 16 steps in this parameter specifies a change of 6 decibels in amplitude. The *instrumentPtr* parameter is a pointer to an instrument. See "Instruments" earlier in this chapter for more information on the instrument data structure.

- ◆ *Note:* Experiment with the *volume* parameter and envelope amplitudes; if the sum of these two values is too small, the note being played will be inaudible even if everything else is working correctly. The dynamic range of the DOC is 48 decibels.

**Parameters**

Stack before call

Previous contents	
<i>genNum</i>	Word—Generator number
<i>semitone</i>	Word—Desired pitch for note
<i>volume</i>	Word—Desired volume for note
– <i>instrumentPtr</i> –	Long—Pointer to instrument to play note
	<—SP

Stack after call

Previous contents	
	<—SP

<b>Errors</b>	<b>\$1924</b>	<b>nsGenAlreadyOn</b>	The specified note is already being played.
---------------	---------------	-----------------------	---

```

C          extern pascal void NoteOn(genNum, semitone, volume,
                                instrumentPtr);

          Word      genNum, semitone, volume;
          Pointer   instrumentPtr;

```

### Example

The following example shows assembly-language code that allocates a generator, passes the correct parameters to `NoteOn`, plays a note, and turns off the note.

```

          pushword #0           ;space for GenNum
          pushword #64         ;priority of this note
          _AllocGen            ;retrieve an allocated generator
          pla                  ;get the generator number
          sta GenNum           ;store it

          pushword GenNum       ;push parameters:generator
          pushword Semitone     ;note
          pushword #127         ;maximum volume
          pushlong #Instrument  ;LONG pointer to instrument
definition
    _NoteOn

After some time...
          pushword GenNum       ;push parameters: generator
          pushword Semitone     ;note
          _NoteOff             ;turn off the note

```



---

**NSSetUpdateRate** \$0E19

---

Sets the Note Synthesizer's *updateRate* parameter, as described in the `NSStartUp` section. The specified *updateRate* value becomes the new *updateRate*, and the old value is returned.

**Parameters**

Stack before call

<i>Previous contents</i>	
<i>Space</i>	Word—Space for result
<i>updateRate</i>	Word—New update rate
	<—SP

Stack after call

<i>Previous contents</i>	
<i>oldRate</i>	Word—Update rate before call
	<—SP

**Errors**      \$1923      `nsNotInit`      Note Synthesizer not started up.

**C**      `extern pascal Word NSSetUpdateRate(updateRate);`  
          `Word      updateRate;`

---

**NSSetUserUpdateRtn** : \$0F19

---

Sets the user update routine described in the `NSStartup` section. The update routine pointer is set to the value passed in the `userUpdateRtn` parameter, and the address of the old update routine is returned. If there is no user update routine when this call is made, it returns a NULL pointer. A NULL `userUpdateRtn` value disables the current update routine.

**Parameters**

Stack before call

Previous contents	
- Space -	Long—Space for result
- userUpdateRtn -	Long—Pointer to new update routine
	<—SP

Stack after call

Previous contents	
- oldRtn -	Long—Pointer to old update routine
	<—SP

**Errors**      \$1923      nsNotInit      Note Synthesizer not started up.

```

C          extern pascal VoidProcPtr
              NSSetUserUpdateRtn (userUpdateRtn) ;

              Pointer  userUpdateRtn;
  
```

---

## Note Synthesizer error codes

This section lists the error codes that may be returned by Note Synthesizer calls.

---

Value	Name	Definition
\$1901	nsAlreadyInit	Note Synthesizer already started up.
\$1902	nsSndNotInit	Sound Tool Set not started up.
\$1921	nsNotAvail	No generators available to allocate.
\$1922	nsBadGenNum	Invalid generator number.
\$1923	nsNotInit	Note Synthesizer not started up.
\$1924	nsGenAlreadyOn	The specified note is already being played.
\$1925	soundWrongVer	Incompatible version of Sound Tool Set.

---

## Chapter 42 **Print Manager Update**

This chapter documents new features of the Print Manager. The complete reference to the Print Manager is in Volume 1, Chapter 15 of the *Apple IIGS Toolbox Reference*.

---

## Error corrections

This section documents errors in the *Toolbox Reference*.

- The diagram for the job subrecord, figure 15-10 on page 15-14 of the *Toolbox Reference*, shows that the `fFromUser` field is a word. This is incorrect. The `fFromUser` field is actually a byte. Note that the offsets for all fields following this one are incorrect, as a result. This error is also reflected in the tool set summary at the end of the chapter.
- The description of the `PrJobDialog` tool call states that "The initial settings displayed in the dialog box are taken from the printer driver . . ." This is incorrect. The sentence should begin "The initial settings displayed in the dialog box are taken from the print record . . ."

---

## Clarifications

- The existing *Toolbox Reference* documentation for the `PrPicFile` tool call does not mention that your program may pass a NIL value for `statusRecPtr`. Passing a NIL pointer causes the system to allocate and manage the status record internally.
- The `PrPixelFormat` call (documented in Volume 1 of the *Toolbox Reference*) provides an easy way to print a bitmap. It does much of the required processing, and an application need not make the calls normally required to start and end the print loop. The `srcLocPtr` parameter must be a pointer to a `locInfo` record (see Figure 16-3 in Chapter 16, "QuickDraw II," in the *Toolbox Reference* for the layout of the `locInfo` record).

---

## New features in the Print Manager

The following functions have been added to the Print Manager:

- The port driver auxiliary file type of an AppleTalk driver is \$0003. Its file type remains \$BB.
- The PRINTER.SETUP file now saves separate settings for direct and network connections to printers. Old versions of the PRINTER.SETUP file are incompatible with these changes, so the Print Manager will delete such files and create a new one in the correct format. Old settings are discarded, and the default settings are used to create the new setup file.
- If the Print Manager attempts to load a driver and finds that it is missing, it will pass control to a routine that determines what call was being made to the driver, pops the parameters off the stack, and returns a `missingDriver` error (\$1301). It will also display an alert asking the user to make sure a printer and port driver are selected, if `PrJobDialog` and `PrStdDialog` are called.
- The `PMStartup` call does not load any drivers into memory. Drivers are loaded only when they are needed. The Print Manager does not require that the DRIVERS folder be present, and if it is present, does not require that there be any drivers in it.
- The `PrChoosePrinter` call is no longer supported. Users should now use the Control Panel desk accessory to choose new printers. When an application issues the `prChoosePrinter` call, the Print Manager will display an alert directing the user to use the Control Panel. New applications should never issue this call and should not include the Choose Printer item in the file menu. Note that `PMStartup` will still load the List Manager if it has not already been loaded.
- Print Manager now allows you to assign a name to a document. This feature is primarily applicable to documents destined for AppleTalk printers.
- Currently, if a user wants to print multiple copies of a document in draft mode to an ImageWriter®, ImageWriter LQ, or Epson printer, your application must run through its print loop once for each copy. The draft mode flag and copy count fields are located in the Job subrecord of the print record.
- The LaserWriter driver will now use some PostScript® fonts that have been downloaded into the printer by another computer.

---

## New Print Manager calls

The following sections discuss new Print Manager tool calls.

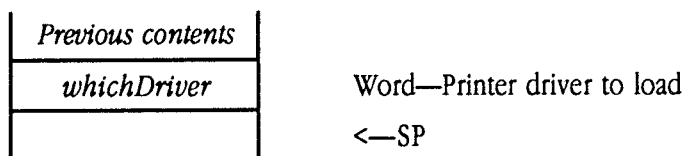
---

### **PMLoadDriver** \$3513

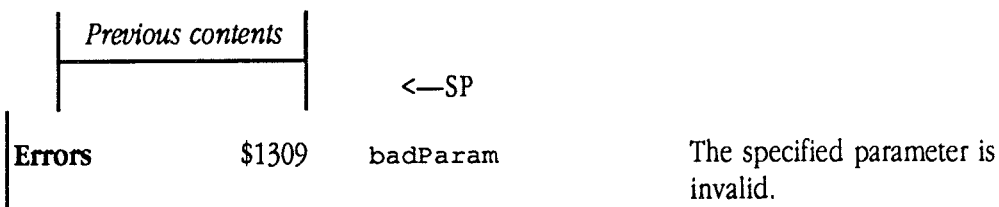
Loads the current printer driver, port driver, or both, depending on the input parameter. The current driver is determined by the settings saved in the PRINTER.SETUP file.

#### Parameters

Stack before call



Stack after call



**C**                   extern pascal void PMLoadDriver(whichDriver);

Word               whichDriver;

*whichDriver*       Specifies which printer driver to load. Legal values for the driver parameter include

- 0   Load both drivers.
- 1   Load printer driver.
- 2   Load port driver.

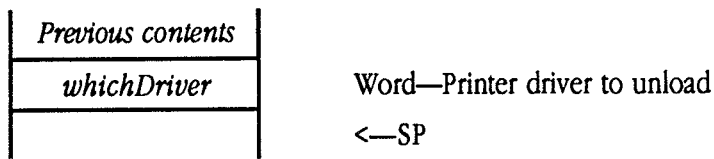
---

**PMUnloadDriver \$3413**

Unloads the current port driver, printer driver, or both, depending on the input parameter.

**Parameters**

Stack before call



Stack after call



<b>Errors</b>	\$1309	badParam	The specified parameter is invalid.
---------------	--------	----------	-------------------------------------

**C**                   extern pascal void PMUnloadDriver(whichDriver);

Word            whichDriver;

*whichDriver*       Specifies which printer driver to unload. Legal values for the driver parameter include

- 0   Unload both drivers.
- 1   Unload printer driver.
- 2   Unload port driver.



---

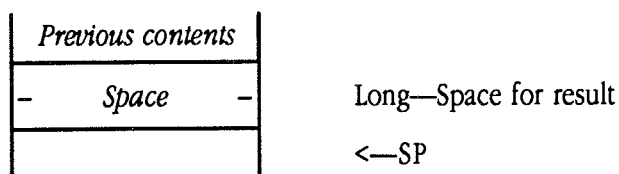
**PrGetDocName \$3613**

Returns a pointer to the current document name string for your document. Use the `PrSetDocName` tool call to set or change the document name.

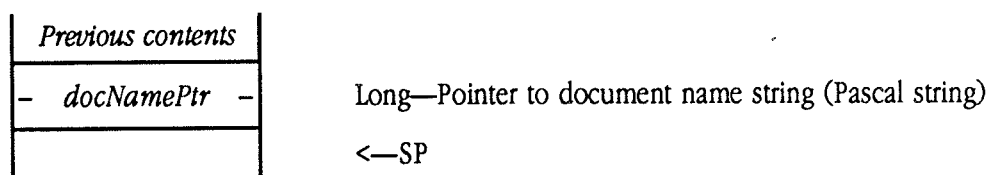
Note that there is only one active document name for the system at any given time. Your application must correctly manage this name in the context of the document being printed.

**Parameters**

Stack before call



Stack after call



**Errors**                None

**C**                        `extern pascal Pointer PrGetDocName();`

---

**PrGetPgOrientation \$3813**

Returns a value indicating the current page orientation for the specified document.

**Parameters**

Stack before call

<i>Previous contents</i>
<i>Space</i>
<i>- prRecordHandle -</i>

Word—Space for result

Long—Handle to print record for document

<—SP

Stack after call

<i>Previous contents</i>
<i>orientation</i>

Word—Page orientation: 0=portrait, 1=landscape

<—SP

**Errors**                None

```

C                extern pascal Word
                   PrGetPgOrientation (prRecordHandle);

                   Handle    prRecordHandle;
```

---

**PrGetPrinterSpecs \$1813**

Returns information about the currently selected printer.

**Parameters**

Stack before call

<i>Previous contents</i>	
<i>Space</i>	Word—Space for result
<i>Space</i>	Word—Space for result
	<—SP

Stack after call

<i>Previous contents</i>	
<i>characteristics</i>	Word—Word defining printer characteristics
<i>printerType</i>	Word—Word indicating the type of printer connected
	<—SP

**Errors**                None

**C**                    `extern pascal PrinterSpecs PrGetPgOrientation();`

*characteristics*      Defines the features of the particular printer:

Reserved	bits 2–15	Must be set to 0
color	bits 0–1	Indicates color capability:
		00 - Can't determine
		01 - Black and white only
		10 - Color
		11 - Invalid value

*printerType*          Indicates the type of printer selected:

0	undefined
1	ImageWriter I or II
2	ImageWriter LQ
3	LaserWriter® family (LaserWriter, Plus, and II)
4	Epson

---

**PrSetDocName \$3713**

Sets the document name for use with AppleTalk printers. Print Manager passes this name when connecting to printers and spoolers, so that the destination printer may properly report the name.

Note that there is only one active document name for the system at any given time. Your application must correctly manage this name in the context of the document being printed.

In some status windows, the document name may be truncated. To avoid name truncation, you should use names containing fewer than 32 characters.

**Parameters**

Stack before call

Previous contents	
- docNamePtr -	Long—Pointer to document name string (Pascal string)
	<—SP

Stack after call

Previous contents	
	<—SP

**Errors**                  None

```
C          extern pascal void PrSetDocName (docNamePtr);
          Pointer    docNamePtr;
```

---

## Previously undocumented Print Manager calls

The following calls have not previously been documented, but may be useful to application programmers.

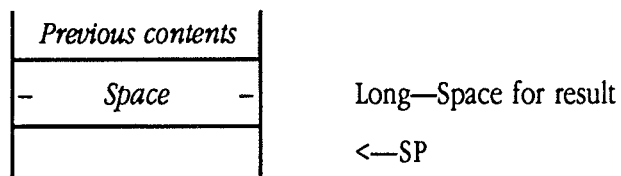
---

### **PrGetNetworkName**     \$2B13

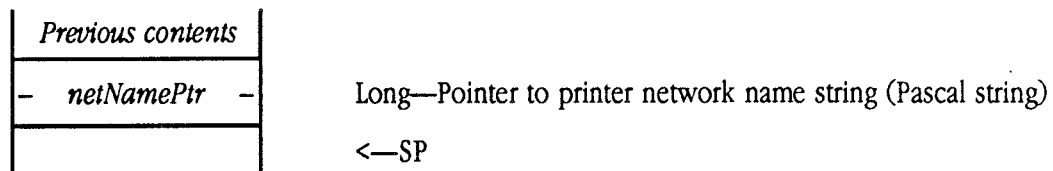
Returns the AppleTalk network name for the currently selected printer. If the user has selected a non-networked printer, the call returns a NIL pointer.

#### **Parameters**

Stack before call



Stack after call



**Errors**                None

**C**                        `extern pascal Pointer PrGetNetworkName();`

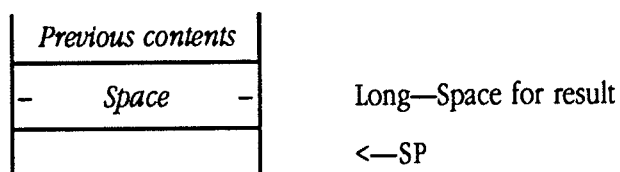
---

**PrGetPortDvrName \$2913**

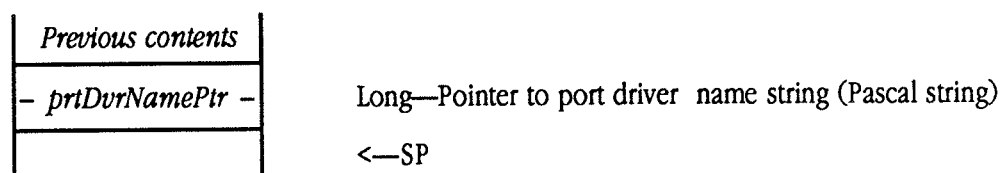
Returns the name string for the currently selected port driver.

**Parameters**

Stack before call



Stack after call



**Errors**           None

**C**               extern pascal Pointer PrGetPortDvrName();

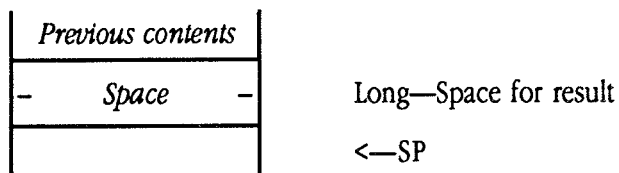
---

**PrGetPrinterDvrName \$2813**

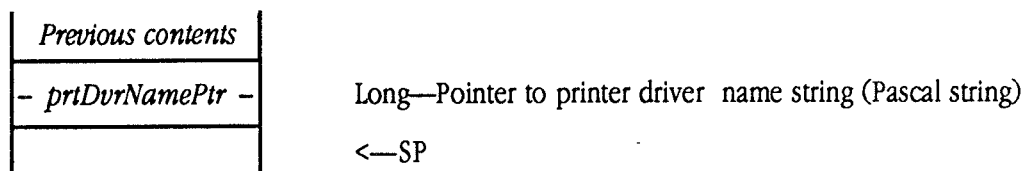
Returns the name string for the currently selected printer driver.

**Parameters**

Stack before call



Stack after call



**Errors**                None

**C**                      `extern pascal Pointer PrGetPrinterDvrName();`

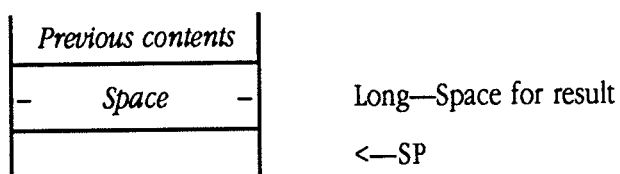
---

**PrGetUserName \$2A13**

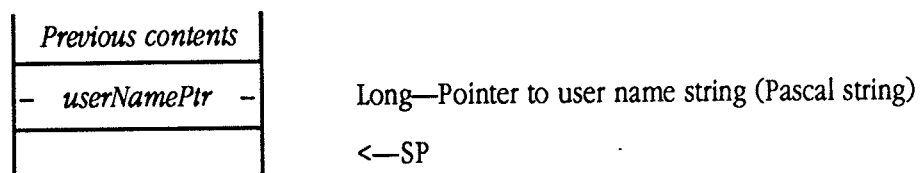
Returns the user name as entered in the Control Panel.

**Parameters**

Stack before call



Stack after call



**Errors**           None

**C**               extern pascal Pointer PrGetUserName();



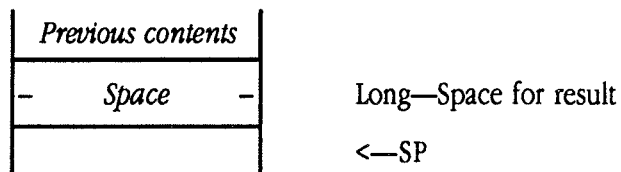
---

**PrGetZoneName \$2513**

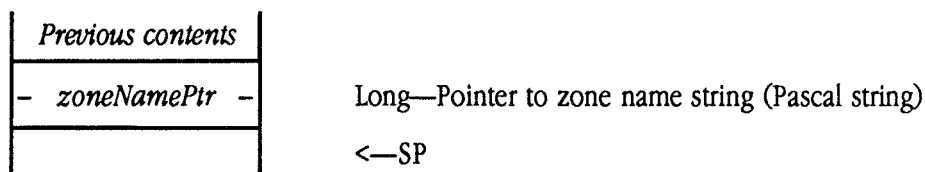
Returns the name string for the currently selected AppleTalk print zone. If the user has selected a non-networked printer, then the call returns a NIL pointer.

**Parameters**

Stack before call



Stack after call



**Errors**                None

**C**                    `extern pascal Pointer PrGetZoneName();`

---

## Print Manager error codes

This section lists all valid Print Manager error codes.

Value	Name	Definition
\$1301	missingDriver	Specified driver not in the DRIVERS subdirectory of the SYSTEM subdirectory.
\$1302	portNotOn	Specified port not selected in the control panel.
\$1303	noPrintRecord	No print record specified
\$1306	papConnNotOpen	Connection cannot be established with the LaserWriter.
\$1307	papReadWriteErr	Read-write error on the LaserWriter.
\$1308	pntrConFailed	Cannot establish connection with ImageWriter.
\$1309	badParam	Invalid parameter for load or unload.
\$130A	callNotSupported	Tool call is not supported by current version of the driver.
\$1321	startUpAlreadyMade	LLDStartUp call already made.



## Chapter 43 QuickDraw II Update

This chapter documents new features of QuickDraw™ II. The complete reference to QuickDraw II is in Volume 2, Chapter 16 of the *Apple IIGS Toolbox Reference*.

---

## Error corrections

The following items provide corrections to the documentation for QuickDraw II in the *Apple IIGS Toolbox Reference*:

- The documentation in the *Toolbox Reference* that explains pen modes is somewhat misleading. There are, in fact, 8 drawing modes, and you may set the pen to draw lines and other elements of graphics in any of these modes. There are also 16 modes used for drawing text, and they are completely independent of the graphic pen modes. The 8 drawing modes listed in Table 16-9 on page 16-235 are valid modes for either the text pen or the graphics pen. You can set either pen to any of these modes by using the appropriate calls. You can also set the text pen to 8 other modes. These modes are listed in the table on page 16-260 of the *Toolbox Reference*. The `SetPenMode` call sets the mode used by the graphics pen; the `SetTextMode` call sets the mode used by the text pen. Setting either one does not affect the other.
- There are two versions of the Apple IIGS standard 640-mode color tables, one on page 16-36 and one on page 16-159. The two tables are different; Table 16-7 on page 16-159 is correct.
- In the QuickDraw II chapter, the *Apple IIGS Toolbox Reference* states that the coordinates passed to the `LineTo` and `MoveTo` calls should be expressed as global coordinates. In fact, the coordinates must be local coordinates, and must refer to the `GrafPort` in which the drawing or moving takes place.

---

## New features in QuickDraw II

The following information describes new features in this version of QuickDraw II.

- QuickDraw II now supports 16 bit by 8 bit pixel patterns in 640 mode. To use these larger patterns, set the high-order bit (bit 15) of the `arcRot` word in the `GrafPort` record to 1. QuickDraw II will then use all 32 bytes of the passed pattern. Since the `OpenPort` and `InitPort` tool calls clear this bit, existing applications will work fine. `PointInRect` now works as previously documented.
- In the `FONT` folder on your system disk you will find a file named `FASTFONT`. This file contains a special version of the Shaston 8 font that will provide markedly improved performance for text drawing under many circumstances. Specifically, this font can be used whenever you are drawing plain, black text on a white background into a rectangularly clipped region. While this may sound overly restrictive, most applications draw text in precisely this way. This font reduces text drawing time by more than half. To use this font, QuickDraw II must find it in your `FONT` folder when the tool is started. If your application draws text to an off-screen bitmap, use `OpenPort` and `InitPort` to set up the off-screen buffers in order to insure that `FASTFONT` is properly installed.

---

## QuickDraw II speed enhancement

In addition to `FASTFONT`, QuickDraw II has several other changes that improve drawing performance. First, pattern filling in `modeCopy` and `modeXOR` now operates between 2 and 4 times faster. The remaining changes require that you modify your application to take advantage of the performance improvements they offer.

QuickDraw II now supports hardware shadowing of screen images. This feature uses 32 KB of bank 1 memory to store the screen image. By storing the image in memory, QuickDraw II can offer an 8 to 20 percent speed improvement in all operations. You control whether QuickDraw II uses the shadow memory by setting a flag in the `masterSCB` parameter passed to the `QDStartup` tool call. If QuickDraw II cannot allocate the needed memory, it will reset the flag and operate without shadowing in effect. Use the `GetMasterSCB` tool call to read the `masterSCB` back and check shadow status.

In addition, your application can further improve QuickDraw II performance by following some simple rules. First, your application must only change GrafPort fields via QuickDraw II tool calls, not by directly accessing the record fields. Next, for best results perform similar operations in groups. For example, if your application needs to erase and redraw four rectangles, it should do all the erases together, then all the draws. In this manner, QuickDraw II only has to change its drawing pattern twice, rather than eight times. Your application tells QuickDraw II that it will follow these fast port rules by setting a bit in the *masterSCB* passed to *QDStartUp*.

The *masterSCB* now has the following format:

<i>fUseShadowing</i>	bit 15	Controls use of hardware shadowing by QuickDraw II: 0 - No shadowing 1 - Shadowing
<i>fFastPortAware</i>	bit 14	Indicates whether application follows fast port rules: 0 - Does not use fast port rules 1 - Does use fast port rules
Reserved	bits 8–13	Must be set to 0
SCB	bits 0–7	Use standard SCB values

---

## New font header layout

The font header has been expanded to include a new field containing additional addressing information. Figure 43-1 shows the new layout for the font header. For information about the old fields, see Chapter 16, "QuickDraw II," in Volume 2 of the *Toolbox Reference*.

■ **Figure 43-1** New font header layout

\$00	offsetToMF	Word—Offset in words to Macintosh font part
\$02	family	Word—Font family number
\$04	style	Word—Style font was designed with
\$06	size	Word—Point size
\$08	version	Word—Version number of the font definition
\$0A	fbrExtent	Word—Font bounds rectangle extent
\$0C	highowTLoc	Word—High-order word of address to offset/width table
\$0E		Bytes—Additional fields, if any

**highowTLoc** Defines the high-order word of the address to the offset/width table for the font. The **owTLoc** field contains the low-order word of the address. Together, these two fields form a full 32-bit address.





## Chapter 44 **QuickDraw II Auxiliary Update**

This chapter documents new features in QuickDraw II Auxiliary. The complete reference to QuickDraw II Auxiliary is in Volume 2, Chapter 17 of the *Apple IIGS Toolbox Reference*.

---

## New features in QuickDraw II Auxiliary

- QuickDraw II now supports text justification within pictures. Note that QuickDraw II justifies the text only when drawing the picture, not in the stored picture image. You control text justification in pictures by setting a bit flag in the `fontFlags` word of the `GrafPort` record. Use the `SetFontFlags` tool call to change the state of this bit.

The `fontFlags` word is defined as follows:

Reserved	bits 4–15	Must be set to 0
<code>fTextJust</code>	bit 3	Controls text justification in pictures: 0 - No text justification 1 - Justify text
	bits 0–2	Use standard <code>fontFlags</code> values (see page 16-56 in the <i>Toolbox Reference</i> for a description of these bits)

---

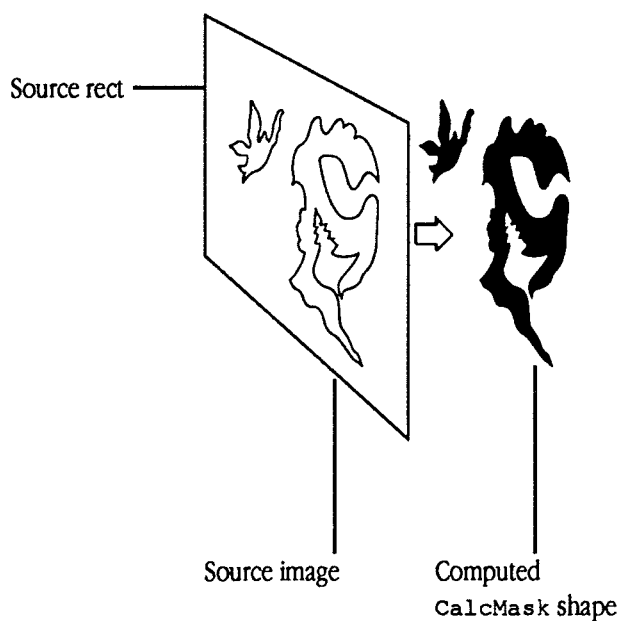
## New QuickDraw II Auxiliary calls

Two new QuickDraw II tool calls, `CalcMask` and `SeedFill`, provide enhanced functionality to the application programmer who wants to create graphics entry or editing software. A third new call, `SpecialRect`, provides a high-performance rectangle frame and fill operation.

---

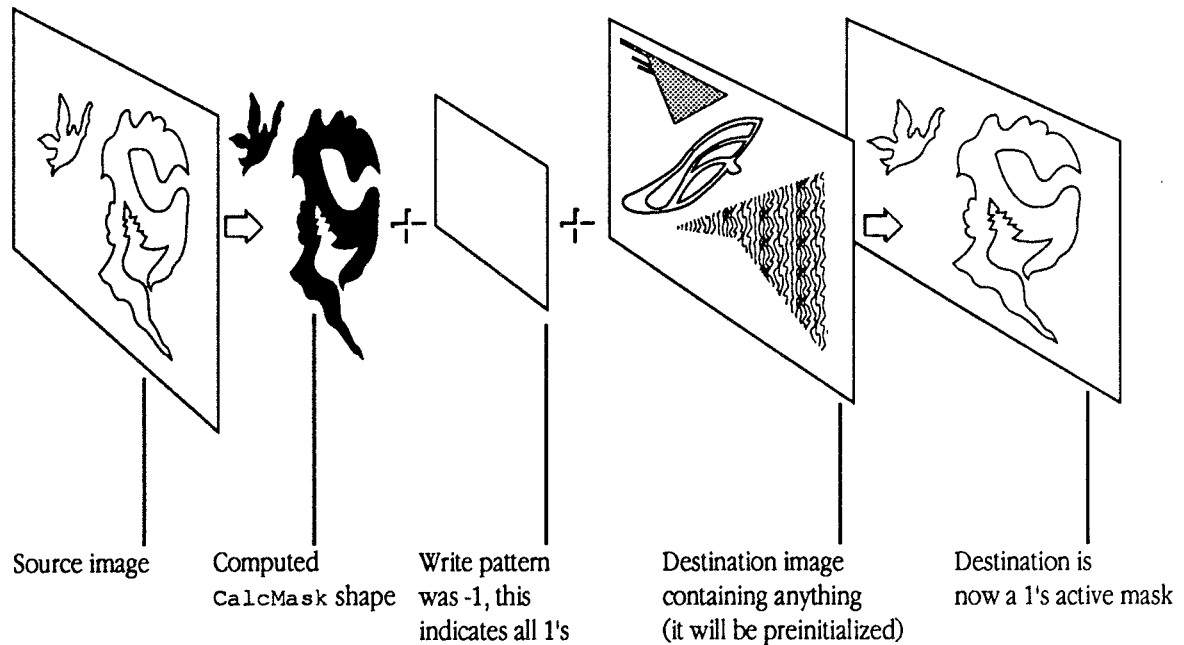
### **CalcMask** §0E12

Generates a mask from a specified source image and pattern, by filling inward from the bounding rectangle. The shape of the resulting mask consists of all areas in the source image where leaking does not occur (all enclosed areas within the rectangle):



This call differs from `SeedFill` only in that it works from the "outside in", whereas `SeedFill` goes "inside out", filling all enclosed areas starting from a specified interior point (see "`SeedFill`" in this chapter for details).

`CalcMask` is most commonly used to implement a lasso tool, by having `CalcMask` determine the selected shape by filling inward from the lasso rectangle:



For this use, set the call parameters as follows:

```
destMode portion of resMode    %0010 (clear destination to zeroes before drawing)
patternPtr                     $FFFFFFFF (use all ones pattern when drawing to
                                   destination)
```

This call does not perform automatic scaling; therefore, the source and destination rectangles must be of equal size. In addition, note that the fill is not clipped to the current port, and that the resulting image cannot be stored into a QuickDraw II picture.

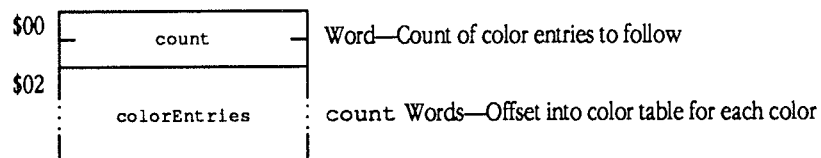
△ **Important** Your application must word-align both the source and destination rectangles in order to assure an accurate fill. △



<i>srcLocInfoPtr</i>	Points to a <code>locInfo</code> data record containing the definition for the source rectangle for the fill operation.	
<i>srcRect</i>	Points to a rectangle, in local coordinates, that contains the source pixel image.	
<i>destLocInfoPtr, destRect</i>	Refer to output <code>locInfo</code> record and rectangle, respectively. These fields allow you to copy the output to a different location in a different rectangle. If you want the output of the operation to overlay the input image, set the source and destination pointers to the same values.	
<i>resMode</i>	Indicates the resolution mode for the fill as well as initialization and drawing options:	
<i>destMode</i>	bits 12–15	Indicates initialization and drawing options: 0000 - copy source to destination (obliterating destination) 0001 - leave destination alone (overlay source onto destination) 0010 - initialize destination to zeroes before drawing 0011 - initialize destination to ones before drawing other values are invalid
Reserved	bits 2–11	Must be set to 0
<i>res</i>	bits 0–1	Indicates the resolution for the operation: 00 - 640 pure 01 - 640 dithered 10 - 320 mode 11 - invalid
<i>patternPtr</i>	Pointer to the fill pattern for the operation, or flag specifying special fill pattern:	
NIL	Use an all zeroes pattern when writing to destination	
\$FFFFFFFF	Use an all ones pattern when writing to destination	
Other	Assumed to be valid pointer to fill pattern	

*leakTblPtr*

Pointer to a structure that defines the colors to be covered. The structure contains a count word, indicating the number of color entries in the table, and a color entry for each color to be leaked. Each color entry contains the offset into the color table for that color.

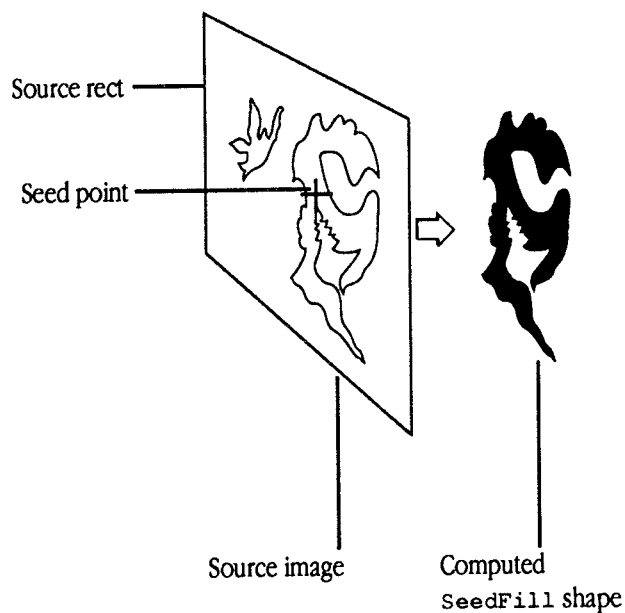




---

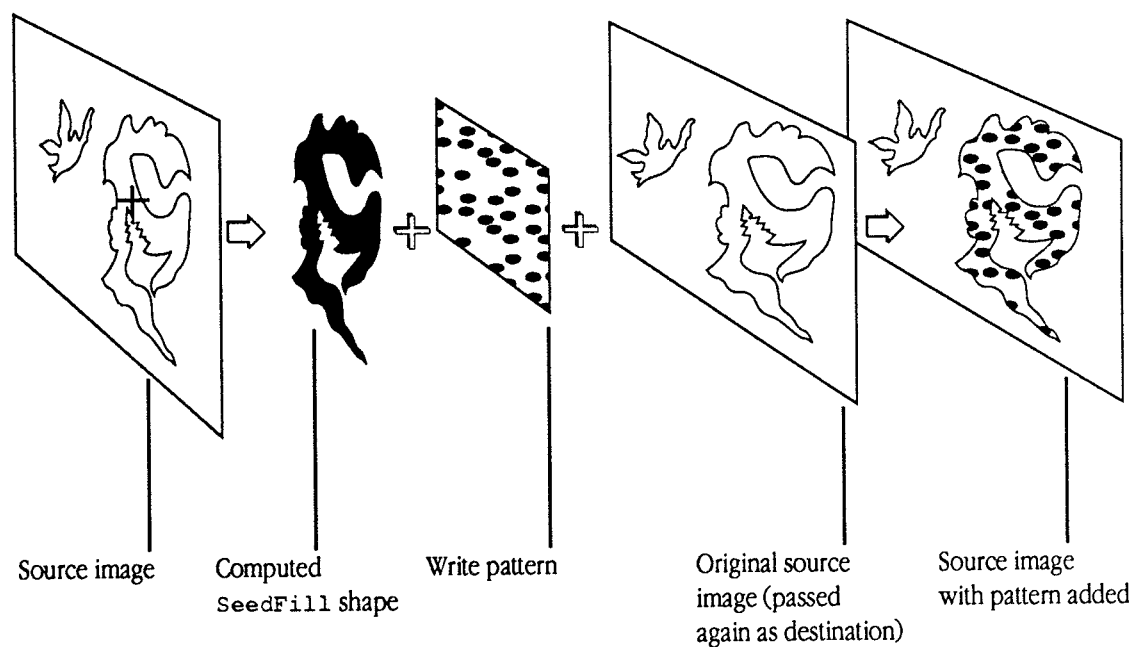
**SeedFill \$0D12**

Generates a mask from a specified source image and pattern, by filling outward from a starting point within the source image. The shape of the resulting mask consists of the enclosed area in the source image surrounding the starting (or seed) point:



This call differs from `CalcMask` only in that it works from the "inside out", whereas `CalcMask` goes "outside in" (see "`CalcMask`" in this chapter for details).

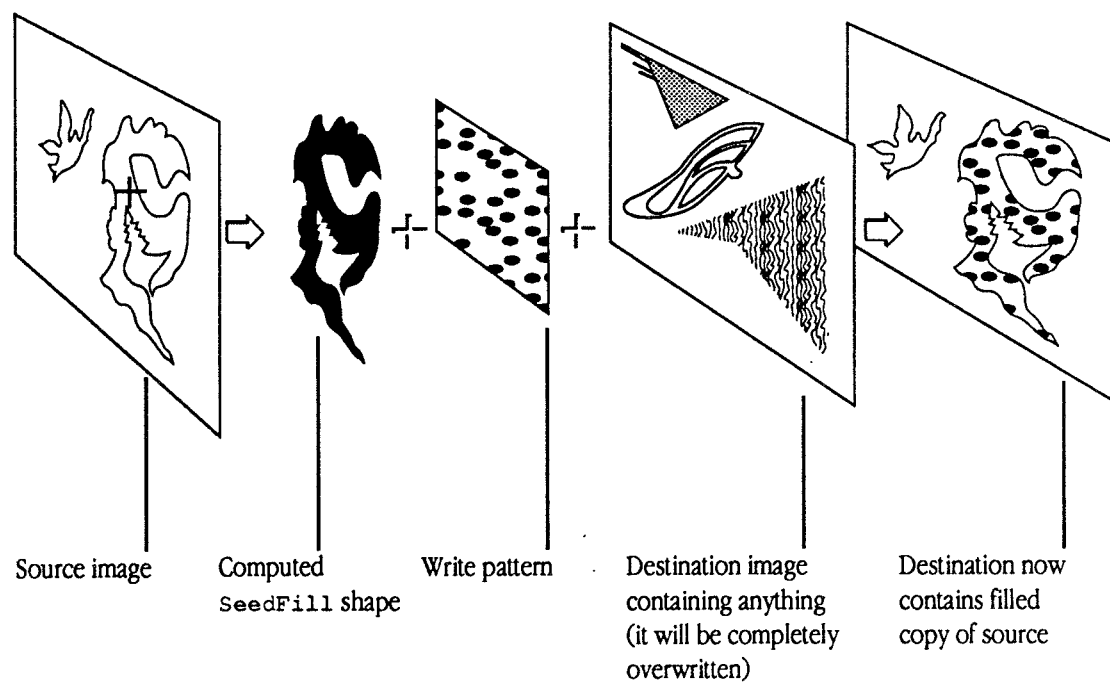
`SeedFill` is a versatile tool. Most simply, you can use it to implement a paint bucket tool:



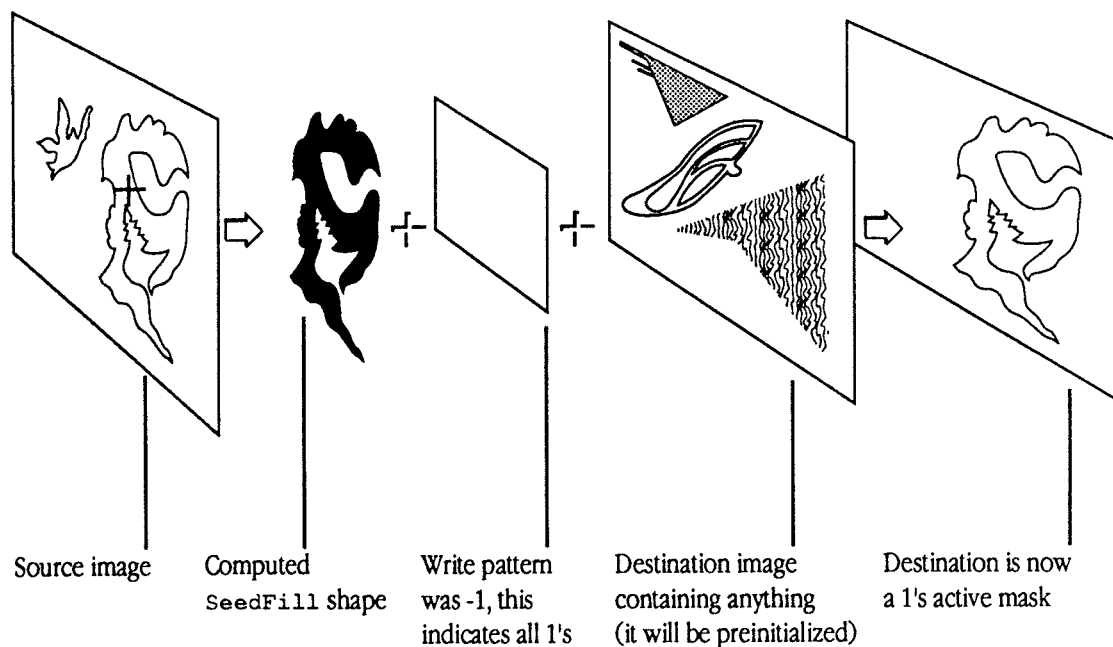
For this operation, use the following call parameter values:

<code>destMode</code> portion of <code>resMode</code>	%0001 (do not change destination image before drawing)
<code>patternPtr</code>	Pointer to fill color or pattern

In order to add an undo capability to the paint bucket, specify a different destination:



As a more complex example, consider this "from the inside" lasso tool:



For this operation, use the following call parameter values:

`destMode` portion of `resMode`    %0010 (clear destination to zeroes before drawing)  
`patternPtr`                        \$FFFFFFFF (use all ones pattern when drawing to destination)

This call does not perform automatic scaling; therefore, the source and destination rectangles must be of equal size. In addition, note that the fill is not clipped to the current port, and that the resulting image cannot be stored into a QuickDraw II picture.

△ **Important**    Your application must word-align both the source and destination rectangles in order to assure an accurate fill. △

**Parameters**

Stack before call

<i>Previous contents</i>			
-	<i>srcLocInfoPtr</i>	-	Long—Pointer to source <code>locInfo</code> data record
-	<i>srcRect</i>	-	Long—Pointer to source rectangle data record
-	<i>destLocInfoPtr</i>	-	Long—Pointer to destination <code>locInfo</code> data record
-	<i>destRect</i>	-	Long—Pointer to destination rectangle data record
	<i>seedH</i>		Word—Horizontal offset (pixel) to starting fill point
	<i>seedV</i>		Word—Vertical offset (pixel) to starting fill point
	<i>resMode</i>		Word—Resolution mode
-	<i>patternPtr</i>	-	Long—Pointer to fill pattern
-	<i>leakTblPtr</i>	-	Long—Pointer to leak-through color table
			<—SP

Stack after call

<i>Previous contents</i>		
		<—SP

<b>Errors</b>	\$0201	<code>memErr</code>	NewHandle error occurred
	\$1211	<code>badRectSize</code>	1) Height or width is negative, 2) <i>destRect</i> not same size as <i>srcRect</i> , or 3) source or destination rectangle not within its boundary rectangle
	\$1212	<code>destModeError</code>	<i>destMode</i> portion of <i>resMode</i> invalid

C

extern pascal void SeedFill(srcLocInfoPtr, srcRect, destLocInfoPtr, destRect, seedH, seedV, resMode, patternPtr, leakTblPtr);

Pointer srcLocInfoPtr, srcRect, destLocInfoPtr, destRect, patternPtr, leakTblPtr;

Word seedH, seedV, resMode;

*srcLocInfoPtr* Points to a `locInfo` data record containing the definition for the source rectangle for the fill operation.

*srcRect* Points to a rectangle, in local coordinates, that contains the source pixel image.

*destLocInfoPtr, destRect* Refer to output `locInfo` record and rectangle, respectively. These fields allow you to copy the output to a different location in a different rectangle. If you want the output of the operation to overlay the input image, set the source and destination pointers to the same values.

*seedH, seedV* Specify the horizontal and vertical offsets into the source pixel image of the point at which to start the fill operation.

*resMode* Indicates the resolution mode for the fill as well as initialization and drawing options:

*destMode* bits 12–15 Indicates initialization and drawing options:  
0000 - copy source to destination (obliterating destination)  
0001 - leave destination alone (overlay source onto destination)  
0010 - initialize destination to zeroes before drawing  
0011 - initialize destination to ones before drawing  
other values are invalid

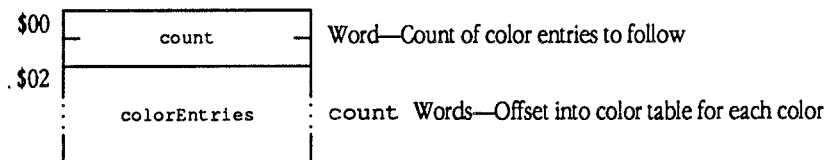
Reserved bits 2–11 Must be set to 0

*res* bits 0–1 Indicates the resolution for the operation:  
00 - 640 pure  
01 - 640 dithered  
10 - 320 mode  
11 - invalid

*patternPtr*      Pointer to the fill pattern for the operation, or flag specifying special fill pattern:

NIL	Use an all zeroes pattern when writing to destination
\$FFFFFFFF	Use an all ones pattern when writing to destination
Other	Assumed to be valid pointer to fill pattern

*leakTblPtr*      Pointer to a structure that defines the colors to be covered. The structure contains a count word, indicating the number of color entries in the table, and a color entry for each color to be leaked. Each color entry contains the offset into the color table for that color:



---

**SpecialRect**    \$0C12

Frames and fills a rectangle in a single call, making separate calls to `FrameRect` and `FillRect` unnecessary.

The pen used to draw the rectangle frame in 640 mode is 2 pixels wide and 1 pixel high; in 320 mode, the pen is 1 pixel wide and 1 pixel high.

**Parameters**

Stack before call

<i>Previous contents</i>	
— <i>recPtr</i> —	Long—Pointer to rectangle to draw
<i>frameColor</i>	Word—Color of rectangle frame
<i>fillColor</i>	Word—Color of rectangle interior
	<—SP

Stack after call

<i>Previous contents</i>	
	<—SP

**Errors**                  None

**C**                      `extern pascal void SpecialRect(recPtr, frameColor, fillColor);`

Pointer    `recPtr;`  
 Word        `frameColor, fillColor;`

*frameColor, fillColor*

The low-order four bits of each of these parameters specify the color.





## Chapter 45 **Resource Manager**

This chapter documents the features of the new Resource Manager. This is a new tool set, not previously documented in the *Apple IIGS Toolbox Reference*.

---

## About the Resource Manager

The Resource Manager provides applications access to **resources**, which can contain such items as menus, fonts, and icons. Most basically, a resource is a formatted collection of data. The Resource Manager does not know the format or content of any given resource. Your application defines the content of its resources, or may use standard resources defined by the system. Resource Manager facilities allow applications to create, use, and manipulate these resources.

Generally, your program will access the Resource Manager indirectly, as a result of using other tool sets, such as the Window Manager or Control Manager, which use resources. However, if your program manages its own resources, it will have to issue some Resource Manager calls directly. Further, you may want to write a program that creates and edits resources. Such a program would make thorough use of Resource Manager tool calls.

The following table summarizes the capabilities of the Resource Manager in a grouped listing of its tool calls. Later sections of this chapter discuss resources in greater detail, and define the precise syntax for the Resource Manager tool calls.

Routine	Description
<b>Housekeeping routines</b>	
ResourceBootInit	Called only by the Tool Locator—must not be called by an application
ResourceStartUp	Informs the Resource Manager that an application wants to use its facilities
ResourceShutDown	Informs the Resource Manager that an application is finished using resource tool calls
ResourceReset	Called only when the system is reset—must not be called by an application
ResourceVersion	Returns the Resource Manager version number
ResourceStatus	Returns the Resource Manager's operational status

**Resource access routines**

<b>AddResource</b>	Creates a new resource and adds it to a specified resource file
<b>RemoveResource</b>	Deletes a resource from a resource file
<b>LoadResource</b>	Loads a resource into memory
<b>LoadAbsResource</b>	Loads a resource into a specified memory location
<b>GetIndResource</b>	Loads a resource given an index into a specified resource type
<b>ReleaseResource</b>	Removes a loaded resource from memory
<b>DetachResource</b>	Removes a loaded resource from the control of the Resource Manager, but leaves the resource in memory
<b>WriteResource</b>	Writes a changed resource to its resource file

**Resource maintenance routines**

<b>GetResourceAttr</b>	Returns the attributes of a resource
<b>SetResourceAttr</b>	Sets the attributes of a resource
<b>GetResourceSize</b>	Returns the size in bytes of a resource
<b>MarkResourceChange</b>	Sets the value of the changed attribute of a resource
<b>SetResourceID</b>	Changes the ID of a resource
<b>UniqueResourceID</b>	Obtains a unique resource ID for a resource of a specified type
<b>CountTypes</b>	Returns the number of different resource types in all open resource files for an application
<b>GetIndTypes</b>	Returns a resource type value associated with an index into the array of all active resource types
<b>CountResources</b>	Returns the number of resources of a specified type
<b>MatchResourceHandle</b>	Finds the ID and type of a resource, given its handle
<b>ResourceConverter</b>	Installs resource converter routines
<b>SetResourceLoad</b>	Controls whether the Resource Manager loads resources from disk

**Resource file routines**

CreateResourceFile	Creates and initializes a resource file
OpenResourceFile	Opens a resource file for access by the Resource Manager
CloseResourceFile	Closes an open resource file
UpdateResourceFile	Writes all in-memory resource changes to the appropriate resource file, making those changes permanent
GetCurResourceFile	Returns the file ID of the current resource file
SetCurResourceFile	Sets the current resource file
SetResourceFileDepth	Sets the number of resource files that the Resource Manager will search when locating a specific resource
GetOpenFileRefNum	Returns the GS/OS file reference number for an open resource file
HomeResourceFile	Returns the file ID of the resource file that contains a specified resource
GetMapHandle	Returns the handle of a resource map for an open resource file

**Application switching routines**

GetCurResourceApp	Returns the User ID of the application currently using the Resource Manager
SetCurResourceApp	Sets the User ID of the application now using the Resource Manager

---

## About resources

A resource is a formatted collection of data, such as a menu, a font, or a program itself. The format of the data in a resource is determined by the program that uses the resource, or by the system for standard resources. A program maintains its resources separate from the program code itself. This very separation is the primary benefit of using resources—program code is immune to data content changes, and program data is immune to program code changes, even to changes in programming language.

Resources, in turn, are grouped into **resource files**, which correspond to the resource forks of GS/OS files. A given resource file may contain one or more resources of various format. An application that uses resources may store those resources in its own resource file, or may access resources in a resource file that is not directly associated with the program. The Resource Manager provides routines to access and manipulate resources in a resource file.

You can create the resource fork for your program in a variety of ways. Resource compilers convert text-based resource definitions into resources in a valid resource file. You can use an existing resource compiler, or you can create your own. Alternatively, you can write a program that creates a resource file and its resources, using Resource Manager tool calls. Finally, resource editors allow you to create resources interactively.

---

## Identifying resources

Programs identify resources with a resource specification consisting of a **resource type** and a **resource ID** number. The resource type (or just **type**) defines a class or group of resources that share a common format. The resource ID (or just **ID**) uniquely identifies a specific resource of a given type. Taken together, the resource type and ID completely identify the resource and define its format. The ID for a resource must be unique within the context of its type; however, the same ID number may be used for resources of different type.

## Resource types

The resource type defines a class of resources that share a common format. The system defines several standard types for resources used to interact with system or toolbox functions. These standard types and the formats of their associated resources are documented in Appendix E, "Resource Types," in this book. In addition, your program may define unique resource types for its custom resources. Since the Resource Manager knows nothing about the format or content of the resources it manages, you have complete freedom to define the resources you need.

The resource type is a word value. The following table summarizes valid resource type values:

Type value range	Use
\$0000	Invalid resource type; do not use
\$0001 through \$7FFF	Available for application use
\$8000 through \$FFFF	Reserved for system use

## Resource IDs

The resource ID uniquely identifies a particular resource of a given type in a resource file. Every resource in a resource file must have an ID value that is unique within the context of its resource type. Resources of different type may, however, have the same ID value.

The resource ID is a long value. Even though the resource ID is only meaningful in the context of a given resource type, the system does place restrictions on the ID values you can assign. The following table summarizes the allowable ranges for ID values:

ID value range	Use
\$00000000	Invalid resource ID; do not use
\$00000001 through \$07FEFFFF	Available for application use
\$07FF0000 through \$07FFFFFF	Reserved for system use
\$08000000 through \$FFFFFFFF	Invalid values; do not use

When creating a new resource, use the `UniqueResourceID` tool call to obtain a resource ID. The Resource Manager will allocate a new, unique resource ID for you. You can force the ID to fall within a desired range, in order to group resources by resource ID within resource type. Each ID range contains 65,535 possible values. The ID range value provides the high-order word of the long-word resource ID. The following table summarizes the allowable ranges:

ID Range	Lowest possible ID returned	Highest possible ID returned
\$0000	\$00000001 (NIL is invalid)	\$0000FFFF
\$0001	\$00010000	\$0001FFFF
\$0002	\$00020000	\$0002FFFF
.		
.	(and so on)	
.		
\$07FE	\$07FE0000	\$07FEFFFF
\$07FF	Reserved for system use	
\$0800-\$FFFE	Invalid range values	
\$FFFF	\$00000001	\$07FEFFFF
	(directs Resource Manager to allocate from any application range)	

## Resource Names

As an alternative to identifying a resource of a given type by an ID, you may choose to assign it a **resource name**. Your application may then use the resource type and name combination to uniquely identify the resource. In some cases, this may be more handy than using the numeric ID. The resource name must be unique within the context of a given resource type. You should note that the Resource Manager does not provide call-level support for resource names. However, the rResName resource (\$8014) defines the standard layout for resource names. If you choose to use resource names, or you use developer tools that support named resources, you should be careful to use the standard data structures for defining those names.



---

## Using resources

In most cases, applications only use the Resource Manager indirectly, by using other tool sets that, in turn, use resources to store their data structures. Even if your program defines resources, either for its own data or for data to be used by the system, it will have to issue only a few Resource Manager calls to use those resources. However, programs that create and manipulate resources and resource files must use far more Resource Manager functionality. The next several paragraphs describe the steps your program must follow in order to use its predefined resources.

1. Unlike most other tool sets, your program does not have to start the Resource Manager. At startup time, the system automatically loads and initializes the Resource Manager from the RESOURCE.MGR file in the SYSTEM.SETUP directory of the boot disk. The Resource Manager then opens the system resources file, SYS.RESOURCE in the SYSTEM.SETUP directory, if it is present.
2. To use the Resource Manager, your program must log in, using the `ResourceStartUp` tool call. This call informs the Resource Manager that your program is going to be using its services. As an alternative, your program may issue the Tool Locator `StartUpTools` call.
3. Issue the `OpenResourceFile` tool call to open each resource file for your application. If your program issued the Tool Locator `StartUpTools` call, then it need not explicitly open its resource fork before trying to use resources located there. If, on the other hand, your program used the `ResourceStartUp` tool call, then it must issue an `OpenResourceFile` call for its resource fork before accessing any resources stored there.
4. As part of termination processing, call `ResourceShutDown` to log out from the Resource Manager. The Resource Manager will automatically close any open resource files. Once your program has issued a `ResourceShutDown` call, it should not make any other Resource Manager calls, except for `ResourceStartUp`.

---

## Resource attributes

Every resource has an associated set of attributes that define the current state of the resource as well as limits on how the resource can be used. The Resource Manager stores these attributes in an attributes flag word (or Attributes word) for the resource (specifically, the `resAttr` field in the resource reference record). Your program can read and write this attribute word by means of the `GetResourceAttr` and `SetResourceAttr` tool calls. In addition, the `MarkResourceChange` tool call provides a convenient mechanism for changing the setting of the changed flag for the resource, which indicates whether the resource has been changed since it was read from disk.

Many of the attributes govern the type of memory used to store the resource when the Resource Manager reads it in from disk. These attributes directly correspond to flags in the Memory Manager `NewHandle` tool call memory Attributes word. When it allocates memory for a resource to be loaded from disk, the Resource Manager masks out the other bits and passes the Attributes word to the `NewHandle` call. See the `NewHandle` tool description in Chapter 12, "Memory Manager," in Volume 1 of the *Toolbox Reference* for the format and content of the memory Attributes word.

The following table describes the content of the attribute word for a resource:

<code>attrLocked</code>	Bit 15	Passed to Memory Manager <code>NewHandle</code> tool call when memory is allocated for the resource: 1 - Memory for resource locked; cannot be moved or purged 0 - Memory for resource not locked
<code>attrFixed</code>	Bit 14	Passed to Memory Manager <code>NewHandle</code> tool call when memory is allocated for the resource: 1 - Memory for resource is fixed and cannot be moved 0 - Memory for resource need not be fixed
Reserved	Bits 12–13	Must be set to 0.
<code>resConverter</code>	Bit 11	Indicates whether the resource requires a resource converter routine (see "Resource converter routines" later in this chapter for more information): 1 - Resource requires a converter routine 0 - Resource does not require a converter routine
<code>resAbsLoad</code>	Bit 10	Governs whether the resource must be loaded at a specific memory location. Resources that must be loaded at an absolute location must be created by a resource editor or compiler. 1 - Resource to be loaded at specific location 0 - Resource need not be loaded at a specific location

<code>attrPurge</code>	Bits 8–9	Passed to Memory Manager <code>NewHandle</code> tool call when memory is allocated for the resource: 11 - Purge level 3 10 - Purge level 2 01 - Purge level 1 00 - Purge level 0
<code>resProtected</code>	Bit 7	Indicates whether the resource is write-protected. If set to 1, then applications may not update the resource on disk: 1 - Resource is write-protected 0 - Resource is not write-protected
<code>resPreLoad</code>	Bit 6	Specifies whether the Resource Manager should load the resource into memory at <code>OpenResourceFile</code> time. If set to 1, then this resource will be loaded into memory when the resource file is opened, rather than when the resource itself is accessed: 1 - Preload the resource 0 - Do not preload the resource
<code>resChanged</code>	Bit 5	Indicates whether the resource has been changed. If set to 1 for a non-write-protected resource, the Resource Manager will update the resource on disk at <code>CloseResourceFile</code> time: 1 - Resource has been changed in memory, and therefore differs from the version stored on disk 0 - Resource has not been changed in memory
<code>attrNoCross</code>	Bit 4	Passed to Memory Manager <code>NewHandle</code> tool call when memory is allocated for the resource: 1 - Memory may not cross bank boundary 0 - Memory may cross bank boundary
<code>attrNoSpec</code>	Bit 3	Passed to Memory Manager <code>NewHandle</code> tool call when memory is allocated for the resource: 1 - May not use special memory 0 - May use special memory
<code>attrPage</code>	Bit 2	Passed to Memory Manager <code>NewHandle</code> tool call when memory is allocated for the resource: 1 - Memory must be page-aligned 0 - Memory need not be page-aligned
Reserved	Bits 0–1	Must be set to 0

---

## Resource file format

A resource file is not a file in the strictest sense; actually, it is one of two parts, or forks, of a GS/OS file. Every file has a resource fork and a data fork, either of which may be empty. The data fork contains information for the application as well as the application code itself, and is formatted according to the needs of the application. Programs manipulate data in the data fork with GS/OS file system calls.

The Resource Manager defines the format of the resource fork. Programs read and manipulate resources with Resource Manager tool calls. As a result, applications do not need to know the format of the resource fork to use the resources stored there. You can create resources and load them into a resource file with the aid of a Resource Editor, or with whatever tools are available in your development environment.

A resource file consists primarily of resource data and a resource map. The resources themselves comprise the resource data. The resource map is a directory to those resources, containing both location and size information. Each entry in the map on disk contains the offset of the resource into the file; in memory, the entry contains a handle to the resource if it is loaded. The Resource Manager reads the resource map into memory at resource file open time, and maintains it in memory until the file is closed.

---

## Resource File IDs

an application opens a resource file, the Resource Manager assigns that open file a **file ID**, which identifies the file to the Resource Manager. Every open resource file has a file ID that is unique in the entire system. Many Resource Manager tool calls require the file ID in order to identify the resource file to be accessed. The file ID for the system resource file is always \$0001 (`sysFileID`).

The `OpenResourceFile` tool call returns the file ID for a resource file. Note that the file ID does not correspond to the GS/OS file reference number. Use the `GetOpenFileRefNum` Resource Manager tool call to obtain the GS/OS file number for a resource file.

---

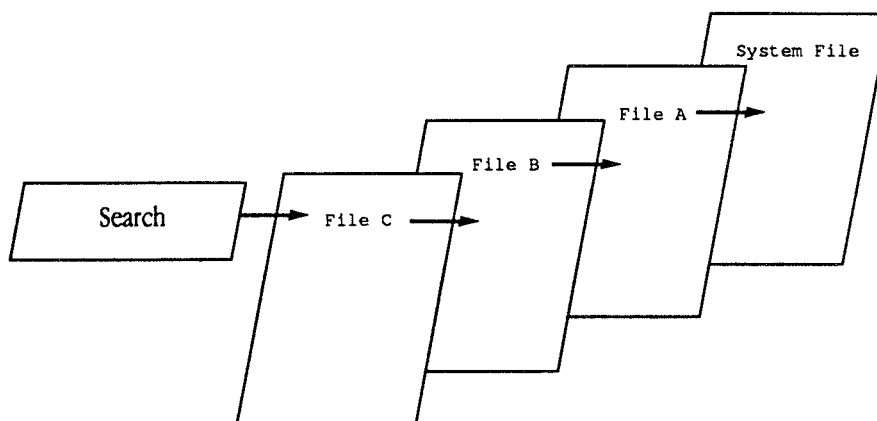
## Resource file search sequence

As your program opens resource files, the Resource Manager adds those files to the head of the resource file search chain for your application. The Resource Manager uses this search chain for many of its operations, such as locating a resource. The system resource file is always the last file in the search sequence. When it runs the search chain, the Resource Manager first checks all files in the application chain, then checks in the system resource file, if one is defined.

You control the application file search sequence by the order in which your program opens its resource files. For example, if your program issues the following tool calls:

```
OpenResourceFile    File A
OpenResourceFile    File B
OpenResourceFile    File C
```

Resource Manager builds the following search chain for your application:



The most recently opened file (in this example, File C) is referred to as the current resource file (or simply, the current file). It is also called the first resource file (or first file), since it is first file accessed during a search. The least recently opened application resource file (File A) is called the last resource file (or last file), because it is the last application file to be searched.

During a search, which happens on nearly every Resource Manager tool call that accepts resource type and ID arguments, the Resource Manager starts with the current file, and searches through the chain until it either finds the desired resource or exhausts the file list. Note that the search stops with the first occurrence of a matching resource; a second instance of a resource with the same ID and type will not be found unless your application asserts further control over the resource search sequence.

The Resource Manager provides tool calls that allow your program to control the search sequence for the resource file chain. The `SetCurResourceFile` tool call changes the current resource file, so that any resource file, including the System file, can be the first file searched, though the search still terminates when the Resource Manager either finds the desired resource, or hits the end of the file chain. The `SetResourceFileDepth` tool call controls the number of files the Resource Manager will search before giving up. By using these calls, your program can fine-tune resource searches for performance or can inhibit access to some resource files for some searches.

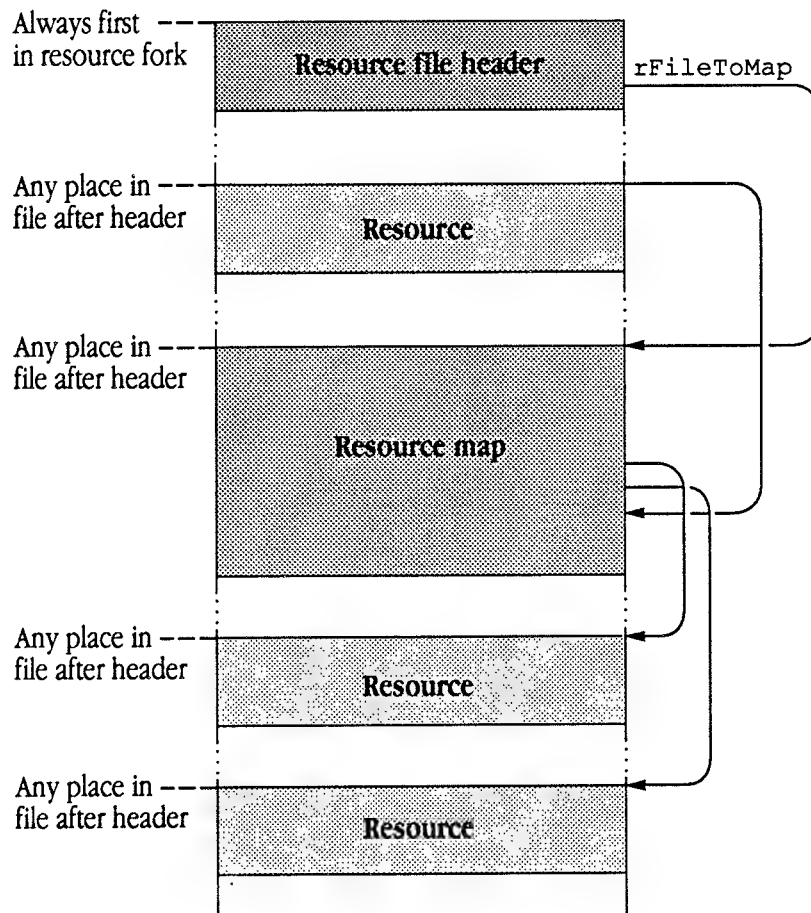
---

## Resource file layout and data structures

This section describes the format of a resource file on disk. This information is intended only for application programmers who are writing tools to create, delete, or edit resources in the resource fork.

Figure 45-1 shows the internal layout of the resource fork of a file. The resource file header is the only data block that resides at a fixed location in the fork; it is always the first data item in the fork. Along with other control information, the resource file header contains the file offset to the resource map. The map, in turn, contains location and size information for each resource contained in the file.

■ **Figure 45-1** Resource file internal layout

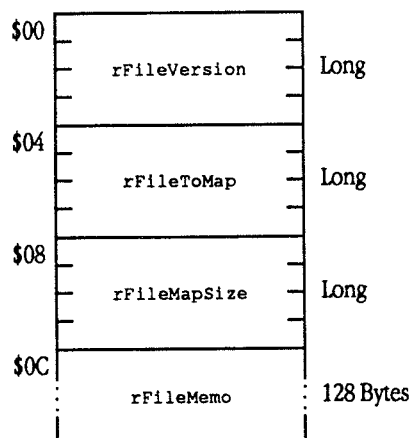


The Resource Manager controls the relative positions of all elements of the resource fork. It will move or resize the map or resources as required. Therefore, your program should never rely on the location of any element in the fork, except for the resource file header.

The following sections present the format of the resource file header, resource map, and their associated data structures in greater detail. These descriptions present version 0 layout information. Future system releases may support other versions with different layouts. Your program should check the value in the `rFileVersion` field in the resource file header before manipulating a resource file.

## Resource file header

The resource file header is the first data block in every resource fork, and has the following format:



rFileVersion	Version number defining layout of resource file. Currently, only version 0 is supported. This field allows IIGS resource files to be distinguished from Macintosh resource files; the first long in Macintosh resource files must have a value that is greater than 127.
rFileToMap	Offset, in bytes, to beginning of the resource map. This offset starts from the beginning of the resource file.
rFileMapSize	Size, in bytes, of the resource map.
rFileMemo	Reserved for application use. The Resource Manager does not provide any facility for reading or writing this field. Your program must use GS/OS file system calls to access the rFileMemo field.



## Resource map

The resource map provides indexes to the resources stored in the resource file, and is formatted as follows:

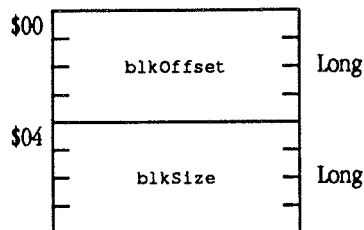
\$00	mapNext	Long
\$04	mapFlag	Word
\$06	mapOffset	Long
\$0A	mapSize	Long
\$0E	mapToIndex	Word
\$10	mapFileNum	Word
\$12	mapID	Word
\$14	mapIndexSize	Long
\$18	mapIndexUsed	Long
\$1C	mapFreeListSize	Word
\$1E	mapFreeListUsed	Word
\$20	mapFreeList	Array of resource free blocks
\$xx	mapIndex	Array of resource reference records

**mapNext** Handle to resource map for next resource file in the search chain. Set to NIL if last file in chain. This field is only valid when the map is in memory.

<code>mapFlag</code>	Contains control flags defining the state of the resource file:	
<code>Reserved</code>	bits 2–15	Set to 0
<code>mapChanged</code>	bit 1	Indicates whether the resource map has been modified, and must therefore be written to disk when the file is closed: 1 - Map changed 0 - Map not changed
<code>Reserved</code>	bit 0	Set to 0
<code>mapOffset</code>	Offset, in bytes, to the resource map from the beginning of the resource file.	
<code>mapSize</code>	Size, in bytes, of the resource map on disk. Note that the memory image of the map may have a different size due to resource or resource file changes during program execution.	
<code>mapToIndex</code>	Offset, in bytes, from beginning of map to the beginning of the <code>mapIndex</code> array of resource reference records.	
<code>mapFileNum</code>	GS/OS file reference number. This field is valid only in memory.	
<code>mapID</code>	Resource Manager file ID for the open resource file. This field is valid only in memory.	
<code>mapIndexSize</code>	Total number of resource reference records in <code>mapIndex</code> .	
<code>mapIndexUsed</code>	Number of used resource reference records in <code>mapIndex</code> .	
<code>mapFreeListSize</code>	Total number of resource free blocks in <code>mapFreeList</code> .	
<code>mapFreeListUsed</code>	Number of used resource free blocks in <code>mapFreeList</code> .	
<code>mapFreeList</code>	Array of resource free blocks, which describe free space in the resource file.	
<code>mapIndex</code>	Array of resource reference records, which contain control information about the resources in the resource file.	

## Resource free block

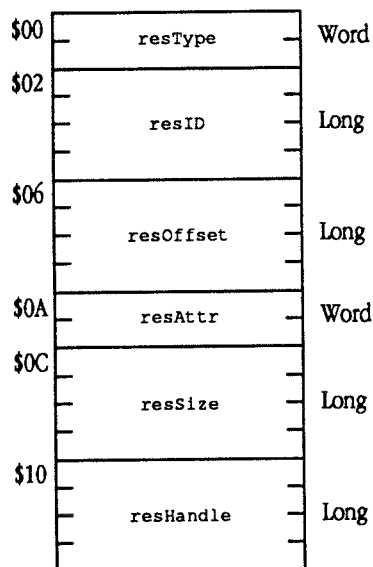
The resource free block describes a contiguous area of free space in the resource file. The resource map contains a variable-sized array of these blocks at `mapFreeList`. Note that each resource file has at least one resource free block, defining free space from the end of the resource file to `$FFFFFFF`. Each resource free block has the following format:



- `blkOffset`      Offset, in bytes, to the free block from the start of the resource fork.  
A NIL value indicates the end of the used blocks in the array.
- `blkSize`        Size, in bytes, of the free block of space.

## Resource reference record

The resource reference record contains control information about a resource. The resource map contains a variable-sized array of these blocks, starting at the location specified in `mapToIndex`. Each resource reference record has the following format:



<code>resType</code>	Resource type. NIL value indicates last used entry in the array.
<code>resID</code>	Resource ID.
<code>resOffset</code>	Offset, in bytes, to the resource from the start of the resource file.
<code>resAttr</code>	Resource attributes. See "Resource attributes" earlier in this chapter for bit flag definitions.
<code>resSize</code>	Size, in bytes, of the resource in the resource file. Note that the size of the resource in memory may differ, due to changes made to the resource by application programs or by resource converter routines.
<code>resHandle</code>	Handle of resource in memory. NIL value indicates that the resource has not been loaded into memory. Your program can determine the in-memory size of the resource by examining the size of this handle.

---

## Resource converter routines

The Resource Manager supports the concept of resource converter routines. Converter routines format resources for access by your program, allowing the memory format of a resource to differ from its disk representation. These routines can be used, for example, to store resources in a compressed form on disk, to reformat common resources for different programs or operating environments, or to perform code relocation.

When loading or unloading a resource, the Resource Manager determines whether to invoke a converter routine by examining the `resConverter` flag in the Attributes word for the resource. If that flag is set to 1, indicating that the resource must be converted before being read or written, the Resource Manager invokes the appropriate converter routine for the resource type. The converter routine may then reformat the resource in any way it chooses.

Your program registers a converter routine with the `ResourceConverter` tool call. At that time, your program must specify the resource type to be handled by the converter routine. One converter routine may handle more than one resource type; your program must issue separate `ResourceConverter` tool calls for each type to be converted.

The Resource Manager tracks resource converters in two types of lists. Each application has a private application routine list, which can contain up to 10,922 entries. In addition, the Resource Manager maintains a system routine list, which is available to all applications. When searching for a converter routine for a specific resource type, the Resource Manager first checks the application list, then the system list. As a result, your program can override a standard converter routine by registering a routine for the same resource type in its application converter routine list. Applications should never log routines into or out of the system list.

When the Resource Manager invokes a converter routine, it loads the stack with values specifying the operation to be performed and any needed parameters. Before returning control to the Resource Manager, the converter routine should set a condition code in the A register (any nonzero value indicates an error) and return the appropriate result value on the stack. The following sections provide detailed descriptions of the entry and exit conditions for each converter routine operation.

- ◆ *Note:* Not all resource converters support conversion when resources are written back to disk. The supplied code resource converter only functions on resource read operations, for example. Consequently, if you are unsure about the behavior of a given resource converter, you should not mark converted resources changed, since the converter may write them back to disk in an unexpected format.

---

## ReadResource

Read a resource from disk into memory. The converter routine must load the file from disk and perform any necessary reformatting.

On entry, *convertParam* contains a pointer to a GS/OS read file parameter block (see the *GS/OS Reference* for more information on GS/OS file manipulation and data structures).

The file mark is set to the beginning of the file and the block is set to read the entire resource from disk. In order to read the file, your program can do the following:

pushlong	convertParam	Pointer to read parameter block
pushword	\$2012	GS/OS read command code
jsl	\$E100B0	Call GS/OS
	check for errors	

The *resPointer* field contains a pointer to the resource reference record, which contains location and size information about the resource in memory (see "Resource file format" earlier in this chapter for information on the format and content of the resource reference record). Your program should verify that the number of bytes loaded corresponds to the size of the resource on disk (compare *resSize* value to the size of the handle that received the resource). Your program should also check to see if the resource must be loaded at an absolute location (*resAbsLoad* flag set to 1 in *resAttr* word of the resource reference record). If so, be careful to convert the resource into the appropriate location.

If, during resource conversion, the converter routine must copy the resource into a different handle, the routine must load that new handle into the *resHandle* field of the resource reference record, and dispose of the original handle. Upon return, the handle to the converted resource should retain its original Memory Manager attributes (locked, and so on).

Upon successful completion, the converter routine should return a NIL *Result* value. In case of error, the routine should return a non-NIL *Result*, and must free the memory referenced by the *resHandle* field in the resource reference record, and set that field to NIL.

## Parameters

Stack before call

<i>Previous contents</i>	
- <i>Space</i> -	Long—Space for result
<i>convertCommand</i>	Word—Command to be performed (will be 0: <code>readResource</code> )
- <i>convertParam</i> -	Long—Pointer to GS/OS read file parameter block
- <i>resPointer</i> -	Long—Pointer to resource reference record
	<—SP

Stack after call

<i>Previous contents</i>	
- <i>Result</i> -	Long—NIL if successful; error code if error (low-order word)
	<—SP

---

## WriteResource

Write a resource from memory onto disk. The converter routine must perform any necessary reformatting and write the file to disk.

On entry, *convertParam* contains a pointer to a GS/OS write file parameter block (see the *GS/OS Reference* for more information on GS/OS file manipulation and data structures). The file mark is set to the beginning of the file on disk and the block is set to write the entire resource. Before issuing a *writeResource* command, the Resource Manager will determine the amount of disk space required for the resource by calling the *returnDiskSize* function in the converter routine.

In order to write the file, your program can do the following:

```

pushlong    convertParam    Pointer to read parameter block
pushword    $2013           GS/OS write command code
jsl         $E100B0         Call GS/OS
                                check for errors

```

The *resPointer* field contains a pointer to the resource reference record, which contains location and size information about the resource in memory (see “Resource file format” earlier in this chapter for information on the format and content of the resource reference record). The Resource Manager will dispose of the handle to the resource after calling *writeResource*.

This function must return a NIL *Result* value.

### Parameters

Stack before call

<i>Previous contents</i>		
—	<i>Space</i>	—
	<i>convertCommand</i>	
—	<i>convertParam</i>	—
—	<i>resPointer</i>	—

Long—Space for result  
 Word—Command to be performed (will be 2: *writeResource*)  
 Long—Pointer to GS/OS write file parameter block  
 Long—Pointer to resource reference record  
 <—SP



Stack after call

<i>Previous contents</i>		
-	<i>Result</i>	-

Long—Must be set to NIL

<—SP

---

## ReturnDiskSize

Determines the amount of space a resource will require on disk, and returns that value to the caller. Note that this call is not valid for resources that are loaded into absolute memory, since the size of these resources cannot change.

The *convertParam* parameter is undefined.

The *resPointer* field contains a pointer to the resource reference record, which contains location and size information about the resource in memory (see "Resource file format" earlier in this chapter for information on the format and content of the resource reference record).

On exit, *Result* contains the amount of disk space required to store the resource, in bytes. If this new size differs from the original file size, the Resource Manager frees the old space and allocates a new file.

### Parameters

Stack before call

Previous contents	
- Space -	Long—Space for result
convertCommand	Word—Command to be performed (will be 4: <code>returnDiskSize</code> )
- convertParam -	Long—Undefined
- resPointer -	Long—Pointer to resource reference record
	<—SP

Stack after call

Previous contents	
- Result -	Long—Bytes of disk space required to store resource
	<—SP

---

## Application switchers and desk accessories

Desk accessories and application-switching programs must be careful to preserve the state of the Resource Manager before using its facilities. The Resource Manager provides tool calls that allow such programs to switch the currently active Resource Manager application. The `GetCurResourceApp` tool call returns the User ID of the application that is currently using the Resource Manager. This call returns a special value if the Resource Manager is not in use. The `SetCurResourceApp` tool call changes the current application, by loading a new User ID value. It is the responsibility of the code doing the switch to use these calls.

In the following example, the Resource Manager is already active and the application switcher has previously registered itself with the Resource Manager with the `ResourceStartUp` tool call. The switching program must save the User ID of the program that is currently using the Resource Manager before it issues any other Resource Manager tool calls:

```
;          . . .
           pha          ; space for result from GetCurResourceApp
           GetCurResourceApp
;          get current app user ID, save on stack
           pushword myUserID ; pass my user ID to Resource Manager
           SetCurResourceApp
;          switch to my resources and files
;          . . .
;
           SetCurResourceApp
;          restore original application user ID
;          (saved on stack after GetCurResourceApp
;          tool call).
;          (return to caller)
```

In the case where your program must first log into the Resource Manager, it must issue the `ResourceStartUp` tool call before calling any other Resource Manager functions:

```
;          (on entry to desk accessory task handler)
;
    pushword #0          ; Prime for FALSE if Resource Manager
                        ; is not active
    ResourceStatus       ; check for active Resource Manager
    pla                  ; .
    beq NoResMgr         ; Exit if Resource Manager not active
;
    pha                  ; Space for result
    GetCurResourceApp
;
                        ; get current app user ID, save on stack
    pushword myUserID ; pass my user ID to Resource Manager
    SetCurResourceApp
;
                        ; switch to my resources and files
;
    . . .
;
    SetCurResourceApp
;
                        ; restore original application user ID
;
                        ; (saved on stack after GetCurResourceApp
;
                        ; tool call).
NoResMgr
;          (return to caller)
```

---

## Resource Manager housekeeping routines

This section discusses the standard housekeeping routines, in call number order.

---

### **ResourceBootInit** \$011E

Initializes the Resource Manager.

▲ **Warning**     An application must never make this call. ▲

**Parameters**     The stack is not affected by this call. There are no input or output parameters.

**Errors**           None

**C**                 Call must not be made by an application.

---

**ResourceStartUp \$021E**

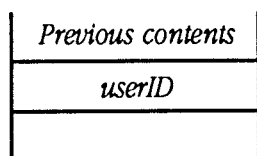
Notifies the Resource Manager that an application wishes to open and use its own resource files. Unlike other tool set `StartUp` calls, this call is not required in all circumstances. If your application only uses system resources (located in the system resource file), then it does not have to issue a `ResourceStartUp` tool call. On the other hand, if your application uses non-system resources, then it must issue this tool call prior to opening those resource files.

If your application issues this call, then it must issue the `ResourceShutDown` tool call before quitting.

Note that the Tool Locator `StartUpTools` tool call automatically starts the Resource Manager.

**Parameters**

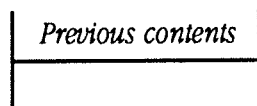
Stack before call



Word—Application's User ID (obtained at program start time)

<—SP

Stack after call



<—SP

**Errors**

Memory Manager errors

Returned unchanged

**C**

```
extern pascal void ResourceStartUp(userID);
```

```
Word      userID;
```

---

**ResourceShutDown \$031E**

Notifies the Resource Manager that an application is finished using its own resource files. The Resource Manager updates, closes, and frees memory for any open resource files. Unlike other tool set ShutDown calls, the Resource Manager is still active after this call. However, after calling ResourceShutDown, your application can only access the system resource file.

If your application called ResourceStartUp, then it must issue a ResourceShutDown call before quitting.

**Parameters**      The stack is not affected by this call. There are no input or output parameters.

**Errors**            None

**C**                  `extern pascal void ResourceShutDown();`

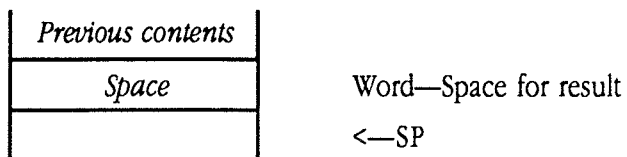
---

**ResourceVersion** \$041E

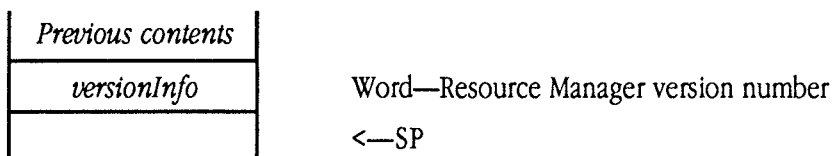
Retrieves the Resource Manager version number. The *versionInfo* result will contain the information in the standard format defined in Appendix A, "Writing Your Own Tool Set," in Volume 2 of the *Toolbox Reference*.

**Parameters**

Stack before call



Stack after call



**Errors**                None

**C**                      `extern pascal Word ResourceVersion();`



---

**ResourceReset \$051E**

Resets the Resource Manager; issued only when the system is reset.

▲ **Warning**     An application must never make this call. ▲

**Parameters**     The stack is not affected by this call. There are no input or output parameters.

**Errors**     None

**C**     Call must not be made by an application.

---

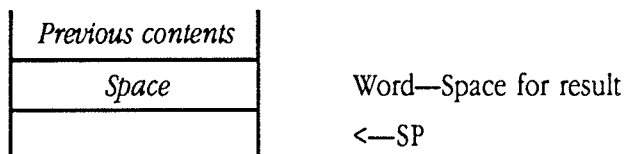
**ResourceStatus \$061E**

Returns a flag indicating whether the Resource Manager is active. If the Resource Manager loaded and initialized successfully at system startup, then this function returns a value of TRUE. If the Resource Manager did not successfully load or initialize, then the Tool Locator returns a `funcNotFoundErr` error code (\$0002).

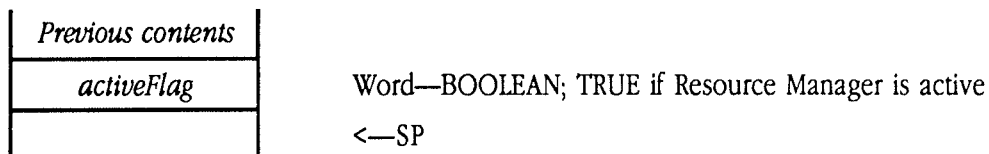
- ◆ *Note:* If your program issues this call in assembly language, initialize the result space on the stack to NIL. Upon return from `ResourceStatus`, your program need only check the value of the returned flag. If the Resource Manager is not active, the returned value will be FALSE (NIL).

**Parameters**

Stack before call



Stack after call



**Errors**            \$0002      `funcNotFoundErr`      Resource Manager not active

**C**                    `extern pascal Word ResourceStatus();`

---

## Resource Manager tool calls

This section discusses the Resource Manager tool calls, in call name order.

---

### AddResource \$0C1E

Adds a resource to the current resource file. The Resource Manager marks the new resource as changed and will write the new resource to disk when the file is updated. Your program specifies the attributes of the new resource in a flag word passed to `AddResource`. Some of these attributes control how memory is allocated for the new resource when it is loaded by an application, others govern Resource Manager processing. For more information about the various attributes, see "Resource attributes" earlier in this chapter.

#### Parameters

Stack before call

<i>Previous contents</i>	
- <i>resourceHandle</i> -	Long—Handle of resource in memory
<i>resourceAttr</i>	Word—Attributes of the resource
<i>resourceType</i>	Word—Type for resource
- <i>resourceID</i> -	Long—ID for resource
	<—SP

Stack after call

<i>Previous contents</i>	
	<—SP

<b>Errors</b>	\$1E04	resNoCurFile	There is no current resource file
	\$1E05	resDupID	Another resource in the current file is using this ID
	\$1E0E	resDiskFull	Volume full
	WriteResource errors		Returned unchanged
	Memory Manager errors		Returned unchanged
	GS/OS errors		Returned unchanged

<b>C</b>	<pre>extern pascal void AddResource(resourceHandle,                                resourceAttr, resourceType, resourceID);  Long      resourceHandle, resourceID; Word      resourceAttr, resourceType;</pre>
<i>resourceHandle</i>	<p>Specifies the memory location and size of the resource to be added to the current resource file. If the handle is empty, <code>AddResource</code> creates a resource with zero length. Never pass a handle that was created by the Resource Manager, unless the resource in that handle has been detached (see <code>DetachResource</code> tool call).</p> <p>If <code>resAbsLoad</code> in <i>resourceAttr</i> is set to 1, then the Resource Manager obtains the size of the resource from the <code>mapSize</code> field in the resource map.</p>
<i>resourceAttr</i>	<p>Bit flags defining the attributes of the resource to be added. For information about the specific flags, see "Resource attributes" earlier in this chapter.</p>
<i>resourceType</i>	<p>Type of resource to be added. See "Identifying resources" earlier in this chapter for details.</p>
<i>resourceID</i>	<p>ID for new resource. Must be unique among resources of the same type. See "Identifying resources" earlier in this chapter for more information. Use the <code>UniqueResourceID</code> tool call to obtain a unique ID.</p>

---

**CloseResourceFile \$0B1E**

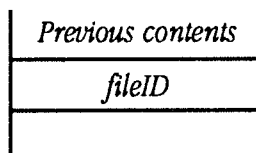
Updates a specified resource file, frees any memory used by the resource map for the file and any resources currently loaded, and closes the file. Your program passes the file ID of the resource file to be closed. This file ID is obtained from the `OpenResourceFile` tool call.

If the file being closed is the current resource file, the next file in the resource file list becomes the current resource file. Your program can close the system resource file by passing the system file ID (\$0001). Note, however, that some tool calls require system resources (for example, the system stores the control definition procedure for icon button controls in the system resource file). These calls will not work if you close the system resource file, or set the search depth so shallow that the system resource file is inaccessible (see “`SetResourceFileDepth`” later in this chapter).

- ◆ *Note:* Your program does not need to issue `CloseResourceFile` calls for all open resource files when quitting. The `ResourceShutDown` call automatically updates and closes any open resource files.

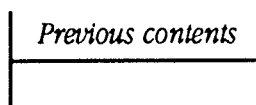
**Parameters**

Stack before call



Word—ID of open resource file; NIL to close all open files  
 <—SP

Stack after call



<—SP

**Errors**

GS/OS errors

Returned unchanged

`WriteResource` errors

Returned unchanged

**C**

```
extern pascal void CloseResourceFile(fileID);
```

```
Word    fileID;
```

---

**CountResources** \$221E

Counts the number of resources of a specified type in all resource files available to the calling program in its search sequence. Your program specifies the resource type to be counted. The Resource Manager counts all resources of that type in open resource files available to your program, including the system resource file.

- ◆ *Note:* This call can be very slow when you have many resources or resource files. Do not issue this call in time-critical procedures.

**Parameters**

Stack before call

<i>Previous contents</i>	
— <i>Space</i> —	Long—Space for result
<i>resourceType</i>	Word—Resource type to be counted
	<—SP

Stack after call

<i>Previous contents</i>	
— <i>totalResources</i> —	Long—Number of resources of specified type
	<—SP

**Errors**                None

**C**                    `extern pascal Long CountResources(resourceType);`  
                       Word        `resourceType;`

---

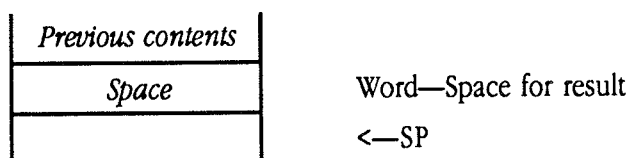
**CountTypes \$201E**

Counts the number of different resource types in all resource files available to the calling program in its search sequence, including the system resource file.

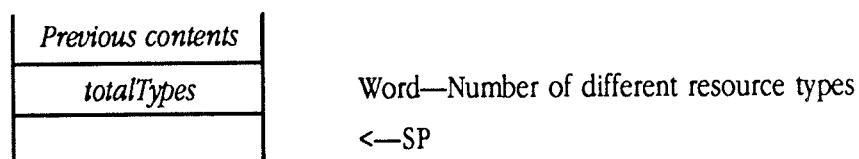
- ◆ *Note:* This call can be very slow when you have many resources or resource files. Do not issue this call in time-critical procedures.

**Parameters**

Stack before call



Stack after call

**Errors**

Memory Manager errors

Returned unchanged

**C**

```
extern pascal Word CountTypes();
```

---

**CreateResourceFile \$091E**

Initializes a resource fork with no resources. If necessary, `CreateResourceFile` will create the file to contain the resource fork. The specific actions performed by this call depend upon the state of the specified input file:

No file of specified name	Create file with specified <i>auxType</i> , <i>fileType</i> , <i>fileAccess</i> , <i>fileName</i> . Create and initialize resource fork
File with no resource fork	Create and initialize resource fork
File with empty resource fork	Initialize resource fork
File with non-empty resource fork	Return <code>resForkUsed</code> error

**Parameters**

Stack before call

<i>Previous contents</i>	
— <i>auxType</i> —	Long—GS/OS auxiliary file type (used only if file does not exist)
<i>fileType</i>	Word—GS/OS file type (used only if file does not exist)
<i>fileAccess</i>	Word—GS/OS file access (used only if file does not exist)
— <i>fileName</i> —	Long—Pointer to GS/OS class 1 input pathname for resource file
	<—SP

Stack after call

<i>Previous contents</i>	
	<—SP

<b>Errors</b>	\$1E01	<code>resForkUsed</code>	Resource fork for specified file is not empty
		GS/OS errors	Returned unchanged

**C**            `extern pascal void CreateResourceFile(auxType, fileType, fileAccess, fileName);`

Long        `auxType, fileName;`

Word        `fileType, fileAccess;`



---

**DetachResource \$181E**

Instructs the Resource Manager to dispose of its control blocks for a specified resource. The resource itself remains in memory; the calling program is responsible for freeing its handle. The resource to be detached must be marked as unchanged.

This call can be used to copy resources between different resource files. After issuing the `DetachResource`, add the resource to the new resource file by calling `AddResource`. After issuing the `AddResource` call, the Resource Manager is again responsible for the resource handle.

**Parameters**

Stack before call

<i>Previous contents</i>	
<i>resourceType</i>	Word—Type of resource to be detached
– <i>resourceID</i> –	Long—ID of resource to be detached
	<—SP

Stack after call

<i>Previous contents</i>	
	<—SP

<b>Errors</b>	\$1E06	resNotFound	Specified resource cannot be found
	\$1E0C	resHasChanged	Resource has been changed and has not been updated

```

C          extern pascal void DetachResource(resourceType,
                                resourceID);

          Word    resourceType;
          Long    resourceID;

```

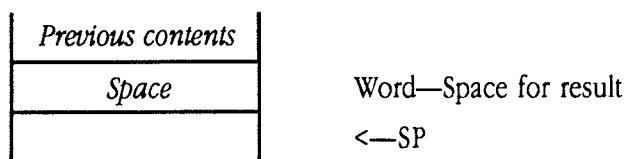
---

**GetCurResourceApp \$141E**

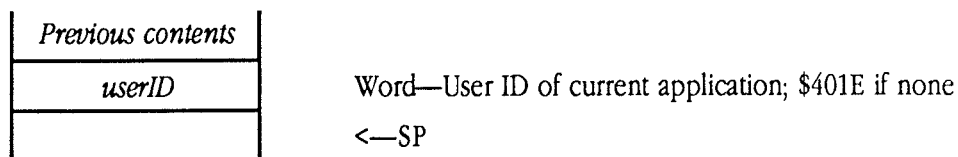
Returns the User ID for the application that is currently using the Resource Manager. If the Resource Manager is not in use, this call returns the Resource Manager's User ID (\$401E). This call is used by desk accessories and application switchers (see "Application switchers and desk accessories" earlier in this chapter for more information).

**Parameters**

Stack before call



Stack after call



**Errors**                None

**C**                        `extern pascal Word GetCurResourceApp();`

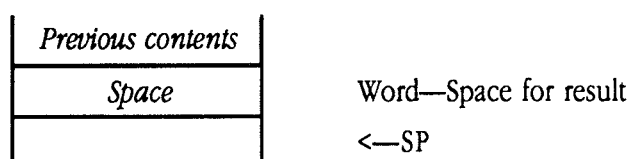
---

**GetCurResourceFile \$121E**

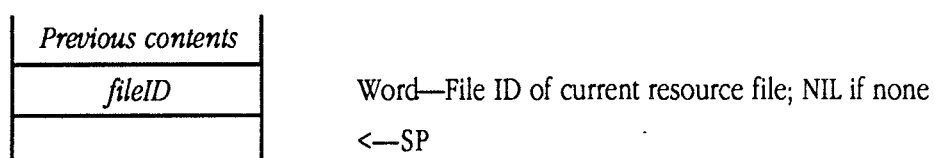
Returns the file ID of the current resource file. This call returns a NIL value if there is no current file.

**Parameters**

Stack before call



Stack after call



**Errors**            \$1E04    resNoCurFile            No current resource file

**C**                    extern pascal Word GetCurResourceFile();

---

**GetIndResource \$231E**

Finds a resource of a specified type by means of its index, and returns the resource ID for that resource. The index value corresponds to the position of the desired resource among all resources of the specified type in all resource files available to the calling program in its search sequence; the first resource is number 1.

Use this call to find every resource of a given type by repeatedly issuing the call, incrementing the index value until the call returns resIndexRange.

- ◆ *Note:* This call can be very slow when you have many resources or resource files. Do not issue this call in time-critical procedures.

**Parameters**

Stack before call

<i>Previous contents</i>	
- <i>Space</i> -	Long—Space for result
<i>resourceType</i>	Word—Type of resource to find
- <i>resourceIndex</i> -	Long—Index of resource to find
	<—SP

Stack after call

<i>Previous contents</i>	
- <i>resourceID</i> -	Long—ID of resource matching type and index
	<—SP

<b>Errors</b>	\$1E0A	resIndexRange	Index is out of range (no resource found)
	Memory Manager errors		Returned unchanged

```
C      extern pascal Long GetIndResource(resourceType,
                                     resourceIndex);

      Word      resourceType;
      Long      resourceIndex
```

---

**GetIndType \$211E**

Finds a resource type value by means of its index. The index value corresponds to the 1-relative position of the desired resource type among all types in all resource files available to the calling program in its search sequence.

Use this call to find every resource type in all files available to an application by repeatedly issuing the call, incrementing the index value until the call returns resIndexRange.

- ◆ *Note:* This call can be very slow when you have many resources or resource files. Do not issue this call in time-critical procedures.

**Parameters**

Stack before call

<i>Previous contents</i>	
<i>Space</i>	Word—Space for result
<i>typeIndex</i>	Word—Index of type to find
	<—SP

Stack after call

<i>Previous contents</i>	
<i>resourceType</i>	Word—Type matching index
	<—SP

<b>Errors</b>	\$1E0A	resIndexRange	Index is out of range (no more types)
		Memory Manager errors	Returned unchanged

**C**

```
extern pascal Word GetIndType (typeIndex);

Word      typeIndex;
```

---

**GetMapHandle \$261E**

Returns a handle to the resource map for a specified resource file. Your program specifies the desired resource file by passing its file ID to `GetMapHandle`. This call searches all open resource files, irrespective of the search sequence in effect.

For information on the format and content of resource file maps, see “Resource file format” earlier in this chapter.

- ◆ *Note:* This call provides greater application flexibility; however, most applications will not need to issue this call.

**Parameters**

Stack before call

<i>Previous contents</i>	
– <i>Space</i> –	Long—Space for result
<i>fileID</i>	Word—ID of resource file to find
	←SP

Stack after call

<i>Previous contents</i>	
– <i>mapHandle</i> –	Long—Handle of resource file map; NIL if none found
	←SP

<b>Errors</b>	<b>\$1E07</b>	<b>resFileNotFound</b>	Specified file ID does not match an open file
---------------	---------------	------------------------	---

```

C          extern pascal Long GetMapHandle(fileID);

          Word      fileID;

```

*fileID* Specifies the resource file whose map is to be returned. This value is obtained from the OpenResourceFile tool call. Typically, your program sets this parameter with the file ID for a particular resource file. However, this field also supports the following special values:

NIL	returns handle to map for current resource file
\$FFFF	returns handle to map for system resource file



---

**GetOpenFileRefNum \$1F1E**

Returns the GS/OS file reference number (*refNum*) associated with the resource fork of an open resource file. Your program specifies the resource file by means of its file ID. The Resource Manager searches all open resource files for a file with a matching ID.

Your program may use this reference number to read data from the resource file. However, your program should be very careful to maintain the structure of the fork during write operations; careless writing could destroy the resource fork. Further, your program should never directly close the file using the reference number. Only the Resource Manager should close files it has opened.

For information on the format and content of resource file maps, see "Resource file format" earlier in this chapter.

- ◆ *Note:* This call provides greater application flexibility; however, most applications will not need to issue this call.

**Parameters**

Stack before call

<i>Previous contents</i>	
<i>Space</i>	Word—Space for result
<i>fileID</i>	Word—ID of resource file to find
	←SP

Stack after call

<i>Previous contents</i>	
<i>openRefNum</i>	Word—GS/OS file reference number
	←SP

<b>Errors</b>	\$1E07	resFileNotFound	Specified file ID does not match an open file
---------------	--------	-----------------	---

```

C          extern pascal Word GetOpenFileRefNum(fileID);

          Word      fileID;

```

*fileID*

Specifies the resource file whose reference number is to be returned. This value is obtained from the `OpenResourceFile` tool call. Typically, your program sets this parameter with the file ID for a particular resource file. However, this field also supports the following special values:

NIL	returns reference number for current resource file
\$FFFF	returns reference number for system resource file

---

**GetResourceAttr \$1B1E**

Returns the attribute flag word for a specified resource. Your program specifies the type and ID for the desired resource. For more information about the format and content of the attribute word, see "Resource attributes" earlier in this chapter.

**Parameters**

Stack before call

<i>Previous contents</i>	
<i>Space</i>	Word—Space for result
<i>resourceType</i>	Word—Type of resource to find
<i>— resourceID —</i>	Long—ID of resource to find
	<—SP

Stack after call

<i>Previous contents</i>	
<i>resourceAttr</i>	Word—Attribute word for specified resource
	<—SP

**Errors**      \$1E06      resNotFound      Specified resource not found

**C**      extern pascal Word GetResourceAttr(resourceType,  
   resourceID);

Word      resourceType;  
Long      resourceID;

---

**GetResourceSize \$1D1E**

Returns the size of the specified resource. Your program specifies the type and ID for the desired resource. Resource size is defined as the number of bytes the resource occupies in the resource fork on disk.

**Parameters**

Stack before call

<i>Previous contents</i>		
—	<i>Space</i>	—
	<i>resourceType</i>	
—	<i>resourceID</i>	—

Long—Space for result  
Word—Type of resource to find  
Long—ID of resource to find  
<—SP

Stack after call

<i>Previous contents</i>		
—	<i>resourceSize</i>	—

Long—Size of specified resource  
<—SP

**Errors**            \$1E06    resNotFound            Specified resource not found

**C**                    extern pascal Long GetResourceSize(resourceType,  
   resourceID);

Word                resourceType;  
Long                resourceID;

---

**HomeResourceFile \$151E**

Returns the file ID of the resource file that contains a specified resource. Your program specifies the type and ID for the resource in question.

- ◆ *Note:* If multiple resources share the specified type and ID values, and your program has changed the resource search sequence (with the `SetCurResourceFile` tool call), this call may return a different result than on previous calls.

**Parameters**

Stack before call

<i>Previous contents</i>	
<i>Space</i>	Word—Space for result
<i>resourceType</i>	Word—Type of resource to find
<i>— resourceID —</i>	Long—ID of resource to find
	<—SP

Stack after call

<i>Previous contents</i>	
<i>fileID</i>	Word—File ID for home resource file for resource; NIL if not found
	<—SP

**Errors**      \$1E06      resNotFound      Specified resource not found

```

C                extern pascal Word HomeResourceFile(resourceType,
                                resourceID);

                                Word    resourceType;
                                Long    resourceID;
  
```

---

**LoadAbsResource** \$271E

---

Loads a resource into a specified absolute memory location. Your program specifies the type and ID of the resource to load, the memory location into which the Resource Manager is to load the resource, and the maximum number of bytes to load. Note that the `resAbsLoad` flag in the Attributes word for the desired resource must be set to 1.

- ◆ *Note:* This call does not respect the disk load setting maintained by the `SetResourceLoad` tool call.

▲ **Warning** Most applications will not have to issue this call. In order to use this call you must have a thorough understanding of using absolute memory. Issuing this call with an incorrectly set *loadAddress* parameter will corrupt system memory. ▲

**Parameters**

Stack before call

<i>Previous contents</i>		
—	<i>Space</i>	—
—	<i>loadAddress</i>	—
—	<i>maxSize</i>	—
	<i>resourceType</i>	
—	<i>resourceID</i>	—

Long—Space for result

Long—Address at which to load resource

Long—Maximum number of bytes to load

Word—Type of resource to find

Long—ID of resource to find

<—SP

Stack after call

<i>Previous contents</i>		
—	<i>resourceSize</i>	—

Long—Size of resource on disk

<—SP

<b>Errors</b>	\$1E03	resNoConverter	No converter routine to load resource
	\$1E06	resNotFound	Specified resource not found
	GS/OS errors		Returned unchanged

**C**      `extern pascal Long LoadAbsResource(loadAddress, maxSize, resourceType, resourceID);`

Word      `resourceType;`

Long      `loadAddress, maxSize, resourceID;`

*loadAddress*      Specifies the memory location at which the Resource Manager is to load the resource. If your program passes a NIL value, the Resource Manager uses the address stored in the `resHandle` field of the appropriate entry in the resource index.

---

## LoadResource \$0E1E

Loads a resource into memory and returns a handle to that location. Your program specifies the type and ID of the resource to load. The returned handle provides addressability to the resource.

The `LoadResource` call searches both memory and disk for the specified resource. If the resource is already in memory, `LoadResource` returns a handle to that memory location. If the resource has been purged from memory, `LoadResource` reloads the resource and returns its handle. If the resource has not been loaded, `LoadResource` allocates a handle, loads the resource, and returns the handle to your program.

Your program may manipulate the resource while it is in memory, and may even change the size of the resource (to any size other than zero bytes). If you want the changes to be reflected in the resource file, use the `MarkResourceChange` tool call to set on the changed attribute for the file. The Resource Manager will then write the changed resource to disk the next time the resource file is updated. Your program can force the Resource Manager to write the resource to disk immediately by issuing either the `WriteResource` or the `UpdateResourceFile` tool call.

Note that your program should not dispose of the handle; only the Resource Manager should free the memory that it allocates.

### Parameters

Stack before call

<i>Previous contents</i>	
— <i>Space</i> —	Long—Space for result
<i>resourceType</i>	Word—Type of resource to find
— <i>resourceID</i> —	Long—ID of resource to find
	<—SP

Stack after call

<i>Previous contents</i>	
— <i>resourceHandle</i> —	Long—Handle of resource in memory
	<—SP



<b>Errors</b>	\$1E03	resNoConverter	No converter routine to load resource
	\$1E06	resNotFound	Specified resource not found
	GS/OS errors		Returned unchanged
	Memory Manager errors		Returned unchanged

**C**

```
extern pascal Long LoadResource(resourceType,
                                resourceID);

Word    resourceType;
Long    resourceID;
```

**MarkResourceChange** \$101E

Instructs the Resource Manager to write the specified resource to disk the next time its resource file is updated. Your program specifies the type and ID of the resource to be marked as changed.

Use this call when you want in-memory changes to a resource to be permanent.

## Parameters

Stack before call

<i>Previous contents</i>	
<i>changeFlag</i>	Word—BOOLEAN; TRUE for changed, FALSE for not changed
<i>resourceType</i>	Word—Type of resource to find
– <i>resourceID</i> –	Long—ID of resource to find
	<—SP

Stack after call

Previous contents  
←SP

<b>Errors</b>	\$1E06	resNotFound	Specified resource not found
---------------	--------	-------------	------------------------------

```
C      extern pascal void MarkResourceChange(changeFlag,
                                         resourceType, resourceID);

      Word      changeFlag, resourceType;
      Long      resourceID;
```

---

**MatchResourceHandle \$1E1E**

Returns the type and ID of a resource, given a handle to that resource. The Resource Manager searches all open resource files for a match, without regard for the search sequence in effect.

- ◆ *Note:* The Resource Manager has been optimized to access resources by type and ID, irrespective of the number of resources in the system. While `MatchResourceHandle` works well with relatively small numbers of resources (less than 100), for files with large numbers of resources this call can be very slow. In order to avoid this overhead, consider storing the resource type and ID in the resource structure, so that your program can directly access this information.

**Parameters**

Stack before call

Previous contents			
-	<i>foundRec</i>	-	Long—Pointer to location in which to return type and ID
-	<i>resourceHandle</i>	-	Long—handle of resource
			<—SP

Stack after call

Previous contents			
			<—SP

**Errors**            **\$1E06**    `resNotFound`            Specified resource not found

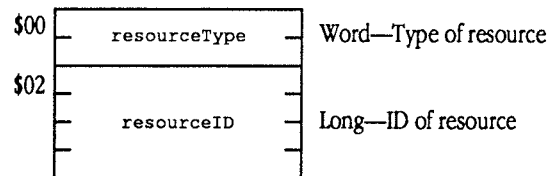
```

C          extern pascal void MatchResourceHandle(foundRec,
                                     resourceHandle);

          Pointer  foundRec;
          Long     resourceHandle;

```

*foundRec* Must point to a location in memory that can accept 6 bytes of data: the type and ID of the resource in question. On successful return from `MatchResourceHandle`, that location will contain the following data:



---

**OpenResourceFile \$0A1E**

Opens a specified resource file, making it the current file, and returns a unique file ID to the calling program. Your program specifies the class 1 GS/OS pathname to the desired resource file. The Resource Manager loads the resource map into memory, along with any resources marked to be pre-loaded (`resPreLoad` flag is set to 1 in the Attributes word for the resource).

**Parameters**

Stack before call

<i>Previous contents</i>		
	<i>Space</i>	Word—Space for result
	<i>openAccess</i>	Word—File access
—	<i>mapAddress</i>	— Long—Address of resource map in memory
—	<i>fileName</i>	— Long—Pointer to GS/OS class 1 pathname for resource file
		<—SP

Stack after call

<i>Previous contents</i>		
	<i>fileID</i>	Word—ID of open resource file
		<—SP

<b>Errors</b>	\$1E06	<code>resNotFound</code>	Specified resource not found
	\$1E09	<code>resNoUniqueID</code>	Too many resource files open
	\$1E0B	<code>resSysIsOpen</code>	System resource file is already open
	GS/OS errors		Returned unchanged (EOF if empty fork)
	Memory Manager errors		Returned unchanged

**C**

```
extern pascal Word OpenResourceFile(openAccess,
                                     mapAddress, fileName);

Word      openAccess;
Pointer   mapAddress, fileName;
```

<i>openAccess</i>	Contains GS/OS file access privileges for the resource file. See the <i>GS/OS Reference</i> for more information.
<i>mapAddress</i>	To open a resource file on disk, set this field to NIL. If the map is in memory, load this field with a pointer to that map. In this case, the Resource Manager opens the file that is already in memory.



---

**RemoveResource \$0F1E**

Deletes a resource from its resource file and releases any memory used by the resource. Your program specifies the type and ID of the resource to be deleted. After successful return from this call, the specified resource is no longer available for access or loading.

**Parameters**

Stack before call

<i>Previous contents</i>	
<i>resourceType</i>	Word—Type of resource to find
– <i>resourceID</i> –	Long—ID of resource to find
	<—SP

Stack after call

<i>Previous contents</i>	
	<—SP

<b>Errors</b>	\$1E06	resNotFound	Specified resource not found
	\$1E0E	resDiskFull	Volume full

```

C      extern pascal void RemoveResource(resourceType,
                                     resourceID);

      Word      resourceType;
      Long      resourceID;

```



---

**ResourceConverter \$281E**

Installs or removes a converter routine from either the application or system converter list. Your program specifies the address of the converter routine, the type of resource the routine acts on, and flags indicating the type of operation to perform and the list to modify. For background information on resource converter routines, see "Resource converter routines" earlier in this chapter.

The Resource Manager maintains two classes of converter routine lists: one for your application and one for the system. Each application has its own converter routine list. All programs share access to the system list. When the Resource Manager searches for a routine to convert a resource of a given type, it first searches the application list for the calling program, then the system list. As a result, your program can override converter routines in the system list by installing a routine for the same resource type in its application list. Applications must never log routines into or out of the system converter list.

An application can log in up to 10,922 converter routines. Note, however, that the Resource Manager does not check for this limit. The same converter routine can be logged in for more than one resource type.

The system contains a standard routine to convert code resources. Use the `GetCodeResConverter` Miscellaneous Tool Set tool call to obtain the address of that routine (see Chapter 39, "Miscellaneous Tool Set Update," in this book for details on the `GetCodeResConverter` call).

**Parameters**

Stack before call

<i>Previous contents</i>	
- <i>converter</i> -	Long—Pointer to converter routine
<i>resourceType</i>	Word—Type of resource acted on by the routine
<i>logFlags</i>	Word—Flag governing action and list to access
	<—SP

Stack after call

<i>Previous contents</i>	
	<—SP

<b>Errors</b>	\$1E0D	resDiffConverter	Another converter already logged in for this resource type
		Memory Manager errors	Returned unchanged
<b>C</b>	extern pascal void ResourceConverter(converter, resourceType, logFlags);		
	Pointer	converter;	
	Word	resourceType, logFlags;	
<i>logFlags</i>	Specifies whether to log the converter routine into or out of its list. Also specifies which list (application or system) to access:		
Reserved	Bits 2-15	Must be set to 0	
list	Bit 1	Indicates which routine list to access:	
		1 - System converter list	
		0 - Application converter list	
action	Bit 0	Specifies action to take:	
		1 - Log routine into list	
		0 - Log routine out of list	

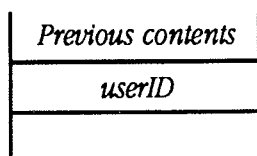
---

**SetCurResourceApp \$131E**

Tells the Resource Manager that another application will now be issuing Resource Manager calls. This call is used by desk accessories and application switchers (see “Application switchers and desk accessories” earlier in this chapter for more information). Before issuing this call, your program must have registered itself with the Resource Manager by calling `ResourceStartUp`.

**Parameters**

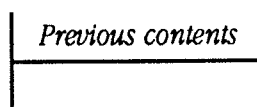
Stack before call



Word—User ID of application that will be using Resource Manager

<—SP

Stack after call



<—SP

**Errors**

\$1E08

resBadAppID

User ID unknown to Resource Manager (has not called `ResourceStartUp`)

**C**

```
extern pascal void SetCurResourceApp(userID);
```

```
Word      userID;
```

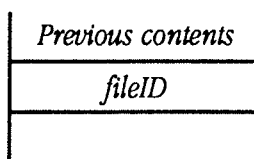
---

**SetCurResourceFile \$111E**

Makes a specified resource file the current file. The Resource Manager searches typically start with the current resource file, so by specifying a particular file as the current file, your program can control the file search sequence. For more information about Resource Manager search processing, see “Using resources” earlier in this chapter.

**Parameters**

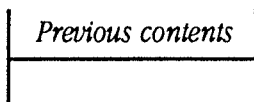
Stack before call



Word—File ID of resource file to be made current file

<—SP

Stack after call



<—SP

**Errors**            \$1E07    resFileNotFound    Specified resource file not found

**C**                    extern pascal void SetCurResourceFile(fileID);

Word                fileID;

---

**SetResourceAttr \$1C1E**

Sets the attributes for a resource. Your program specifies the type and ID for the desired resource and a new attribute word for the resource. The Resource Manager replaces the existing attribute word for the resource with the one provided to this call. For more information about the format and content of the attribute word, see "Resource attributes" earlier in this chapter.

If your program changes the attributes of a resource, it should not also mark the resource as changed. The Resource Manager automatically tracks these changes.

Note that these changes only affect future use of the resource. For example, if your program changes the attributes for a resource to indicate that it should be locked into memory (sets `attrLocked` flag to 1), that action does not change the status of any current instances of that resource in memory. However, the next time the Resource Manager allocates a handle for the resource, the memory for that new handle will be locked.

**Parameters**

Stack before call

<i>Previous contents</i>	
<i>resourceAttr</i>	Word—New attribute flag word for resource
<i>resourceType</i>	Word—Type of resource to find
<i>— resourceID —</i>	Long—ID of resource to find
	<—SP

Stack after call

<i>Previous contents</i>	
	<—SP

<b>Errors</b>	<b>\$1E06</b>	<b>resNotFound</b>	Specified resource not found
---------------	---------------	--------------------	------------------------------

<b>C</b>	<code>extern pascal void SetResourceAttr(resourceAttr,</code>
	<code>resourceType, resourceID);</code>
	Word <code>resourceAttr, resourceType;</code>
	Long <code>resourceID;</code>

---

**SetResourceFileDepth** \$251E

---

Sets the number of files Resource Manager is to search during a search operation, and returns the previous search depth setting. For more information about the Resource Manager's search sequence, see "Resource file search sequence" earlier in this chapter.

**Parameters**

Stack before call

<i>Previous contents</i>	
<i>Space</i>	Word—Space for result
<i>searchDepth</i>	Word—Number of files to search
	<—SP

Stack after call

<i>Previous contents</i>	
<i>originalDepth</i>	Word—Search file depth before call
	<—SP

**Errors**                None

**C**                        extern pascal Word  
                               SetResourceFileDepth (searchDepth);

Word                    searchDepth;

*searchDepth*           Specifies the number of files to search. SetResourceFileDepth accepts the following special values:

NIL                      Return current search depth without changing it  
 \$FFFF                   Search all files

---

**SetResourceID \$1A1E**

Changes the ID for a resource to a new value. Your program specifies the type and current ID for the resource to be changed.

If your program changes the ID value for a resource, it should not mark the resource as changed. The Resource Manager automatically tracks these changes.

**Parameters**

Stack before call

<i>Previous contents</i>		
-	<i>newID</i>	-
	<i>resourceType</i>	
-	<i>currentID</i>	-

Long—New ID for resource

Word—Type of resource to find

Long—Current ID of resource to find

<—SP

Stack after call

<i>Previous contents</i>		

<—SP

<b>Errors</b>	\$1E05	resDupID	Specified new ID already in use for this type
	\$1E06	resNotFound	Specified resource not found

**C**           extern pascal void SetResourceID(newID,  
  resourceType, currentID);

Long        newID, current ID;  
Word        resourceType;

---

**SetResourceLoad \$241E**

Controls Resource Manager access to disk when loading resources. If you disable disk loading, the Resource Manager will not load resources from disk, but will allocate empty handles for requested resources. However, if a resource had been loaded into memory prior to disk loading being disabled, the Resource Manager will return a valid handle. For example, a `LoadResource` tool call will return an empty handle if loading is set to `FALSE` and the resource has not been loaded into memory previously.

◆ *Note:* Most applications will not issue this call.

**Parameters**

Stack before call

<i>Previous contents</i>
<i>Space</i>
<i>readFlag</i>

Word—Space for result

Word—Flag controlling Resource Manager disk access

<—SP

Stack after call

<i>Previous contents</i>
<i>originalFlag</i>

Word—Flag setting prior to call

<—SP

**Errors**                None

**C**                      `extern pascal Word SetResourceLoad(readFlag);`

Word                `readFlag;`

*readFlag*               Specifies the new setting for the read flag. This call also supports a special value that just returns the current flag setting:

0                      Do not read resources from disk

1                      Read resources from disk, if necessary

Negative              Return current setting only—no change to current setting



*originalFlag*      Contains the previous flag setting:

0	Do not read resources from disk
1	Read resources from disk, if necessary

---

**UniqueResourceID \$191E**

Returns a unique resource ID for a specified resource type. Your program specifies the resource type for the ID, and may optionally constrain the new ID to a defined range. The Resource Manager allocates the new ID, guaranteeing that it is not used by any of your program's currently available resources.

**Parameters**

Stack before call

<i>Previous contents</i>	
— <i>Space</i> —	Long—Space for result
<i>IDRange</i>	Word—Range of ID; \$FFFF for any valid ID value
<i>resourceType</i>	Word—Type of resource
	<—SP

Stack after call

<i>Previous contents</i>	
— <i>resourceID</i> —	Long—Unique resource ID
	<—SP

<b>Errors</b>	\$1E04	resNoCurFile	There is no current resource file
	\$1E09	resNoUniqueID	No unique ID found

**C**           extern pascal Long UniqueResourceID (IDRange,  
  resourceType);

Word       IDRange, resourceType;

*IDRange*       Specifies a 65,535 element range within which Resource Manager is to allocate the new resource ID. The value of *IDRange* becomes the high-order word of the new ID. The Resource Manager then allocates a unique ID from the 65,535 possible remaining values. UniqueResourceID provides this facility so that application programs can manage logical groups of resources, differentiated by ID number ranges.

Resource IDs in the \$07FF range are reserved for system use. Ranges from \$0800 through \$FFFFE are invalid. The following table summarizes the valid values for *IDRange*:

<i>IDRange</i>	Lowest possible ID returned	Highest possible ID returned
\$0000	\$00000001 (NIL is invalid)	\$0000FFFF
\$0001	\$00010000	\$0001FFFF
\$0002	\$00020000	\$0002FFFF
.		
.	(and so on)	
.		
\$07FE	\$07FE0000	\$07FEFFFF
\$07FF	Reserved for system use	
\$0800-\$FFFFE	Invalid range values	
\$FFFF	\$00000001	\$07FEFFFF
	(directs Resource Manager to allocate from any application range)	

---

**UpdateResourceFile \$0D1E**

Applies any modifications that have been made to resources in memory to their resource file, thus making those changes permanent. Your program specifies the file ID of the resource file to be updated. The Resource Manager then locates and updates all resources for that file. If necessary, `UpdateResourceFile` will write the resource map to disk.

- ◆ *Note:* Most applications will not issue this call because the `ResourceShutDown` tool call automatically updates all resources opened by a program.

**Parameters**

Stack before call

<i>Previous contents</i>	
<i>fileID</i>	Word—ID of open resource file
	<—SP

Stack after call

<i>Previous contents</i>	
	<—SP

<b>Errors</b>	\$1E03	<code>resNoConverter</code>	No converter routine found for resource type
	\$1E07	<code>resFileNotFound</code>	No resource file found with specified file ID
	\$1E0E	<code>resDiskFull</code>	Volume full
	GS/OS errors		Returned unchanged

**C**      `extern pascal void UpdateResourceFile(fileID);`

Word      `fileID;`



---

## Resource Manager summary

This section briefly summarizes the constants, data structures, and error codes used by the Resource Manager.

■ **Table 45-1**     Resource Manager constants

Name	Value	Description
<b>mapFlag values</b>		
mapChanged	\$0002	Set to 1 if the map has changed and must be written to disk
<b>resAttr flag values</b>		
resChanged	\$0020	Set to 1 if the resource has changed and must be written to disk
resPreLoad	\$0040	Set to 1 if the resource should be loaded into memory by <code>OpenResourceFile</code>
resProtected	\$0080	Set to 1 if the resource should never be written to disk
resAbsLoad	\$0400	Set to 1 if the resource should be loaded at an absolute memory location
resConverter	\$0800	Set to 1 if the resource requires a converter routine when being loaded into memory or being written to disk
resMemAttr	\$C31C	Flags passed to the <code>NewHandle</code> Memory Manager tool call when allocating memory for the resource
<b>System file ID</b>		
sysFileID	\$0001	File ID of the system resource file

■ Table 45-2 Resource Manager data structures

Name	Offset/Value	Type	Description
<b>ResHeaderRec (resource file header record)</b>			
rFileVersion	\$0000	LongWord	Format version of resource fork
rFileToMap	\$0004	LongWord	Offset from start of fork to resource map record
rFileMapSize	\$0008	LongWord	Size, in bytes, of resource map
rFileMemo	\$000C	128 bytes	Space reserved for application use
rFileRecSize	\$008C		Size of ResHeaderRec
<b>MapRec (resource map record)</b>			
mapNext	\$0000	Handle	Handle of next resource map in memory
mapFlag	\$0004	Word	Bit flags
mapOffset	\$0006	LongWord	Offset from start of fork to resource map record
mapSize	\$000A	LongWord	Size, in bytes, of resource map
mapToIndex	\$000E	Word	Offset from start of map to mapIndex
mapFileNum	\$0010	Word	GS/OS file reference number for open resource file
mapID	\$0012	Word	Resource Manager file ID assigned to this resource file
mapIndexSize	\$0014	LongWord	Total number of resource reference records in mapIndex
mapIndexUsed	\$0018	LongWord	Number of used resource reference records
mapFreeListSize	\$001C	Word	Total number of free block records in mapFreeList
mapFreeListUsed	\$001E	Word	Number of used free block records
mapFreeList	\$0020	n bytes	Array of free block records (FreeBlockRec)
mapIndex	\$0020+n	m bytes	Array of resource reference records (ResRefRec)

**FreeBlockRec (free block record)**

blkOffset	\$0000	LongWord	Offset, in bytes, to start of this block of free space
blkSize	\$0004	LongWord	Size, in bytes, of this block of free space
blkRecSize	\$0008		Size of FreeBlockRec

**ResRefRec (resource reference record)**

resType	\$0000	Word	Resource type
resID	\$0002	LongWord	Resource ID
resOffset	\$0006	LongWord	Offset, in bytes, from start of resource fork to this resource
resAttr	\$000A	Word	Attribute bit flags for the resource
resSize	\$000C	LongWord	Size, in bytes, of the resource in the resource fork
resHandle	\$0010	Handle	Handle of resource in memory
resRecSize	\$0014		Size of ResRefRec



■ **Table 45-3** Resource Manager error codes

Code	Name	Description
\$1E01	resForkUsed	Resource fork not empty
\$1E02	resBadFormat	Resource fork not correctly formatted
\$1E03	resNoConverter	No converter routine available for resource type
\$1E04	resNoCurFile	There are no open resource files
\$1E05	resDupID	Specified resource ID is already in use
\$1E06	resNotFound	Resource was not found
\$1E07	resFileNotFound	Resource file was not found
\$1E08	resBadAppID	User ID not found; calling program has not issued ResourceStartUp tool call
\$1E09	resNoUniqueID	No more resource IDs available
\$1E0A	resIndexRange	Index is out of range
\$1E0B	resSysIsOpen	System file is already open
\$1E0C	resHasChanged	Resource marked changed; specified operation not allowed
\$1E0D	resDiffConverter	Different converter already logged in for this resource type
\$1E0E	resDiskFull	Volume full

## Chapter 46 **Scheduler**

There are no changes in the Scheduler. The complete reference for the Scheduler is in Volume 2, Chapter 19 of the *Apple IIGS Toolbox Reference*.



## Chapter 47 **Sound Tool Set Update**

This chapter documents new features of the Sound Tool Set. The complete reference to the Sound Tool Set is in Volume 2, Chapter 21 of the *Apple IIGS Toolbox Reference*.

- ◆ *Note:* You must read the *Apple IIGS Hardware Reference* to understand some of the concepts presented in this chapter.

---

## Error corrections

This section provides corrections to the documentation of the Sound Tool Set in the *Apple IIGS Toolbox Reference*.

- The documentation of the `FFSoundDoneStatus` call includes an error. You will note that the paragraph that describes the call does not agree with the “Stack after call” diagram. The text states that the call returns `TRUE` if the specified sound is still playing, whereas the diagram states that it returns `FALSE` if still playing. The diagram, not the text, is correct.
- There is an undocumented distinction between a generator that is playing a sound and one that is active. A generator that is playing a sound returns `FALSE` in response to an `FFSoundDoneStatus` call. One that is active may or may not be playing a sound; the value of the flag returned by `FFSoundStatus` is `TRUE`. Active generators are those that are allocated to a voice. At any given moment the generator may be playing a sound, and so the `FFSoundDoneStatus` returns `FALSE`—or it may be silent between notes, in which case `FFSoundDoneStatus` returns `TRUE`.

## Clarification

This section presents more complete information about the `FFStartSound` tool call, including further explanation of its parameters, a new error code, an example procedure for moving a sound from the Macintosh to the Apple IIGS and some sample code demonstrating the use of the call. The original documentation for this call is in Chapter 20, “Sound Tool Set,” in Volume 2 of the *Toolbox Reference*.

## FFStartSound

The freeform synthesizer is designed to play back long wave forms. In order to handle longer waveforms the synthesizer uses two buffers (which must be the same size), alternating its input from one to the other. When the synthesizer exhausts a buffer, it generates an interrupt and then starts reading data from the other buffer. The Sound Tool Set services the interrupt and begins refilling the empty buffer. This process continues until the waveform has been completely played.

Note that all synthesizer input buffers must be buffer-size aligned. That is, if you have allocated 4K buffers, then those buffers must be aligned on 4K memory boundaries.

### Parameter Block

\$00	waveStart	Long
\$04	waveSize	Word
\$06	freqOffset	Word
\$08	docBuffer	Word
\$0A	bufferSize	Word
\$0C	nextWavePtr	Long
\$10	volSetting	Word

<code>waveStart</code>	The starting address of the wave to be played, not in DOC RAM but in Apple IIGS system RAM. The Sound Tool Set loads the waveform data into DOC RAM as it is played.
<code>waveSize</code>	The size in pages of the wave to be played. A value of 1 indicates that the wave is one page (256 bytes) in size; a value of 2 indicates that it is two pages (512 bytes) in size—and so on as you might expect. The only anomaly is that a value of 0 specifies that the wave is 65,536 pages in size.
<code>freqOffset</code>	This parameter is copied directly into the Frequency High and Frequency Low registers of the DOC. See the previous discussion of those registers for more complete information.
<code>docBuffer</code>	Contains the address in Sound RAM where buffers are to be allocated. This value is written to the DOC WaveForm Table Pointer register. The low-order byte is not used, and should always be set to 0.
<code>bufferSize</code>	The lowest three bits set the values for the table-size and resolution portions of the DOC Bank-Select/Table-size/Resolution register. See the previous discussion of that register for details.
<code>nextWavePtr</code>	This is the address of the next waveform to be played. If the field's value is 0, then the current waveform is the last waveform to be played.
<code>volSetting</code>	The low byte of the <code>volSetting</code> field is copied directly into the Volume register of the DOC. All possible byte values are valid.

#### New error code

\$0817	<code>IRQNotAssignedErr</code>	No master IRQ was assigned.
--------	--------------------------------	-----------------------------

## Moving a sound from the Macintosh to the Apple IIGS

To move a digitized sound from the Macintosh to the Apple IIGS and play the sound, you will have to perform the following steps

1. Save the sound as a pure data file on the Macintosh.
2. Transfer the file to the Apple IIGS (using Apple File Exchange, for example).
3. Filter all the zero sample bytes out of the file by replacing them with bytes set to \$01. This is very important, because the Apple IIGS interprets zero bytes as the end of a sample.
4. Load the sound into memory with GS/OS calls.
5. Play the sound with the `FFStartSound` tool call.

Set the `freqOffset` parameter to \$01B7 in order to play the sound at the same tempo as the Macintosh.

## Sample code

This assembly-language code sample demonstrates the use of the `FFStartSound` tool call.

```

                PushWord    chanGenType    ; set generator for FFSynth
                PushLong    #STParamBlk    ; address of parm block
                _FFStartSound              ; start free-from synth

ChanGenType DC.W $0201                      ; generator 2, FFSynth

STParamBlk DS.L 1                          ; store the address of the
                                           ; sound in system memory here

                Entry      WaveSize
WaveSize DS.W 1                             ; store the number of pages to
                                           ; play here

Freq DC.W $200                             ; A9 set for each sample once
Start DC.W $8000                           ; start at beginning
Size DC.W $6                               ; 16k buffers
Nxtwave DC.L $0                             ; no new param block
Vol DC.W $FF                               ; maximum volume

```



---

## New information

This section provides new information about the Sound Tool Set.

- The four sound and music tools, that is, the Note Sequencer, Note Synthesizer, MIDI Tool Set, and Sound Tool Set, work together and must have compatible versions. The current required versions are:

Sound Tool Set	version 2.4
Note Synthesizer	version 1.3
Note Sequencer	version 1.3
MIDI Tool Set	version 1.2

- The Sound Tool Set `SoundBootInit` call has been changed to initialize the `MidiInitPoll` vector (\$E101B2) to an `RTL`.
- The `SetUserSoundIRQV` tool call allows you to establish a custom synthesizer interrupt handler. In addition to the description in the *Toolbox Reference*, note that your interrupt handler should verify that it should handle the interrupt by checking the synthesizer mode value, which is passed as an input parameter to the interrupt handler in the accumulator register.

If your routine does not process the interrupt, it should make a `JMP` to the next routine in the interrupt chain, taking care to preserve the state of the accumulator. If your routine does process the interrupt, it should set the carry flag to 0 and return via an `RTL` instruction.

---

## Introduction to sound on the Apple IIGS

This section provides some general background on the various sound-related tool sets available on the Apple IIGS. There are five sound tool sets: the Sound Tool Set, the Note Sequencer, the Note Synthesizer, the MIDI Tool Set, and the Audio Compression and Expansion (ACE) Tool set. Although each provides distinct functionality, they can complement one another and generate fairly sophisticated sound applications.

- The **Sound Tool Set** will play back a digitized sample of any length and at any frequency. Note that the sample must fit into system memory.
- The **Note Synthesizer** also plays digitized samples, but with much greater control over the sample, including the ability to loop within the sample and control the sound envelope, but is limited to sounds smaller than 65,536 bytes.
- The **MIDI Tool Set** allows you to send and receive MIDI data.
- The **Note Sequencer** combines the functionality of the Note Synthesizer and MIDI Tool Set, allowing you to send MIDI data and drive the Note Synthesizer simultaneously.
- The **Audio Compression and Expansion Tool Set** provides dramatic reduction in sound disk-storage requirements, with only slight degradation in sound quality.

By combining the facilities offered by these tools, you can easily build impressive sound applications. For example, you could develop a program that reads MIDI data into the Note Synthesizer while also saving that data to disk for later input to the Note Sequencer. This program would turn the Apple IIGS into a MIDI sound source with the capability to save its songs for later playback.

---

## Note Sequencer

The DOC interrupts that drive the Note Synthesizer also drive the Note Sequencer. Before the Note Synthesizer handles an interrupt, it passes it to the Note Sequencer and allows other interrupt handlers access to it before taking control. The Note Sequencer checks its increment value against its clock value to determine whether to take any action. If enough time has passed, it checks for delay; if a delay is specified, it checks to determine whether it has waited long enough to satisfy the delay requirement. If it hasn't, it simply returns. If it has waited long enough, then it checks all playing notes with specified durations to determine whether it is time to turn them off. If so, it turns those notes off. It then parses the next seqItem in the current sequence and makes Note Synthesizer and MIDI Tool Set calls to execute it. If the `chord` bit is set in the current seqItem, it immediately fetches the next seqItem for execution. If the delay bit is set, then it calculates the required delay and sets the delay flag. It then returns.

---

## Note Synthesizer

One DOC oscillator drives the Note Synthesizer and the Note Sequencer, using the interrupts that it generates at the end of waveforms, or at 0 values in the waveform. The Sound Tool Set services such interrupts, then passes them to the Note Synthesizer for further handling if it is needed. Because the Sound Tool Set and the Note Synthesizer use the same direct-page space, it is appropriate to use the Note Synthesizer to assign oscillators for your own purposes even if you don't use the Note Synthesizer any further with the assigned oscillators.

The Note Synthesizer's operation requires considerable processing. If processor time is in short supply and you want to use the Note Synthesizer to produce sounds, use envelopes that are simple and do not use vibrato, and use low `updateRate` values. See Chapter 41, "Note Synthesizer," in this book for further information.

The Note Synthesizer and Note Sequencer run at interrupt time, and current versions are fully compatible with the MIDI Tool Set.

---

## Sound General Logic Unit (GLU)

One quirk of the sound general logic unit (GLU) is that the value for volume in the control register is a write-only value. It is possible, however, to maintain the system volume specified by the Control Panel setting and still write to the GLU. To find the system volume setting, use the Miscellaneous Tool Set's `GetAddr` call to find the address of `IRQ.VOLUME` and use the value stored at that address.

---

## Vocabulary

This section describes a number of terms that have special meanings in the context of the Apple IIGS Digital Oscillator Chip (DOC).

### Oscillator

There are 32 **oscillators** on the DOC. They are not true oscillators in the ordinary sense of a circuit that generates a waveform. Rather, they are circuits that take as input a waveform stored as digital data, and output an audio signal based on those data.

### Generator

Each generator used by the Sound Tool Set is actually a pair of DOC oscillators, usually operating in swap mode when used by the Sound Tool Set. In swap mode the two oscillators alternate playing and halting, with each oscillator playing while the other is halted. When one oscillator reaches the end of its current waveform, it stops playing and the other oscillator takes over, until it reaches the end of its waveform and the first oscillator takes over again.

### Voice

A single audio signal that can be independently controlled. A synthesizer that can play eight notes at one time is normally said to have eight voices.

## Sample rate

A waveform is stored in the Apple IIGS computer's memory as some number of digital samples of a sound. The number of samples that the Apple IIGS plays each second is referred to as the **sample rate**. The sample rate of the DOC is fixed by the number of oscillators that are enabled, that is, by the value of register \$E1 on the DOC. The sample rate depends only upon this value; changing other parameters does not affect sample rate.

$$S = \frac{\left(\frac{C}{8}\right)}{(O+2)}$$

where

- S is the sample rate
- C is the input clock rate, which is always 7.159 MHz
- O is the number of oscillators enabled (32 is standard)

The default sample rate, with all 32 oscillators enabled, is about 26.31985 kHz; that is to say, the Apple IIGS, operating at its default sample rate, plays about 26,320 samples per second. It is possible to generate higher sampling rates by reducing the number of enabled oscillators. However, the low-pass filter on the Apple IIGS is a 5-pole Chebyshev active filter with a roll-off at 10 KHz. Consequently, higher sampling rates may not result in higher perceived sound quality.

## Drop sample tuning

The DOC plays waveforms by looking up wave data in a table in memory and sweeping through a stored waveform. This strategy has the advantage that it can produce very faithful reproductions of digitally sampled sound. If, however, you want the DOC to play a waveform at a pitch different from that at which it was recorded, it cannot simply generate it at a different frequency as a true voltage-controlled oscillator can. Instead, the DOC changes the pitch by using a method called **drop sample tuning**. To raise the pitch of a sample one octave, the DOC doubles its frequency by skipping every other sample in the sequence. Similarly, to lower the pitch one octave, it cuts the frequency in half by playing each sample in the sequence twice.

The disadvantage of drop sample tuning is that at higher frequencies, some of the samples are dropped, or lost, and changing the pitch also changes the duration of each waveform.

## Frequency

Frequency refers both to the output frequency of the audio signal generated by the DOC and to the value of the DOC frequency register. We normally mean the value of the frequency register, which determines but is not equal to, the output frequency. Frequency directly determines the perceived pitch of a sound; higher frequencies are higher pitches.

## Sound RAM

The DOC has 64 KB of random-access memory dedicated to storage of sound samples. This RAM, which contains the sampled waveforms the DOC plays, is referred to as *Sound RAM*.

## Waveform

A waveform consists of data representing the stored form of a digitally sampled audio signal.

## DOC registers

There are ten different registers in the DOC. There is a set of registers for each of the DOC oscillators. That is, each of the first seven registers has 32 different values, one for each DOC oscillator. The registers are Frequency Low, Frequency High, Volume, Waveform Data Sample, Waveform Table Pointer, Control, Bank Select/Table-Size/Resolution, Oscillator Interrupt, Oscillator Enable, and A/D Converter.

*Frequency registers*

Two 8-bit frequency registers, Frequency Low and Frequency High, are paired to produce a single 16-bit frequency value. The output frequency of a sample can be represented by

$$O = \left( \frac{S}{2^{(17+R)}} \right) \cdot \text{FHL}$$

where

<b>O</b>	is the output frequency in hertz, assuming that one cycle of the sound exactly fills the table size
<b>S</b>	is the sample rate (26.32 KHz)
<b>R</b>	is the resolution value in the Bank-Select/Table-Size/Resolution register; valid values lie in the range from 0 through 7
<b>FHL</b>	is the combined values of Frequency Low and Frequency High; valid values lie in the range from 0 through 65,535

This calculation assumes that the wave table contains exactly one cycle of the waveform. The resolution and the table size are 3-bit values, and this calculation assumes they are equal.

If one cycle of the sound does not exactly fill the table size, then you can use the following formula to calculate the output frequency:

$$O = \left( \frac{F_i}{S R_i} \right) \cdot \left( \frac{S \cdot \text{FHL}}{2^{(9+R+\text{TAB})}} \right)$$

where

<b>O</b>	is the output frequency in hertz
<b>F<sub>i</sub></b>	is the frequency of the sampled waveform in hertz
<b>S<sub>R<sub>i</sub></sub></b>	rate at which you sampled the original sound (in samples per second)
<b>S</b>	is the Apple IIGS sample rate (26.32 KHz)
<b>FHL</b>	is the combined values of Frequency Low and Frequency High; valid values lie in the range from 0 through 65,535
<b>R</b>	is the resolution value in the Bank-Select/Table-Size/Resolution register; valid values lie in the range from 0 through 7
<b>TAB</b>	Table-size value in the Bank-select/Table-size/Resolution register; valid values lie in the range from 0 through 7

### *Volume register*

The value in the Volume register directly controls the volume of the sound output for that oscillator.

### *Waveform Data Sample register*

This is a read-only register that always contains the value of the sample that an oscillator is currently playing.

### *Waveform Table Pointer register*

This register is also referred to as the Address Pointer register. It identifies which page of Sound RAM contains the start of the current sample. The `FFStartSound` parameter *docBuffer* is written directly to this register.

### *Control register*

The Control register establishes several attributes of its associated oscillator. These attributes include the oscillator's mode, whether the oscillator is halted, whether it will generate an interrupt at the end of its cycle, and the channel to which the oscillator is assigned.

- **Interrupt enable bit** Bit 3 of the Control register is the interrupt enable bit. When this bit is set to 1, the oscillator generates an interrupt when it reaches the end of a waveform or plays a sample with a value of 0.

Unless you have issued the `SetSoundMIRQV` tool call to set a custom interrupt vector (see Chapter 20, "Sound Tool Set," in Volume 2 of the *Toolbox Reference* for more information), the Sound Tool Set fields these interrupts first. Upon entry to the interrupt routine, the accumulator register contains the low-order nibble of the *genNumFFSynth* parameter from the `FFStartSound` tool call that assigned the oscillator. If the value of this nibble indicates that the interrupt is for the Sound Tool Set, the interrupt handler processes the interrupt. Otherwise, it passes the interrupt on to other interrupt routines (see the discussion of the `SetUserSoundIRQV` tool call in Chapter 20, "Sound Tool Set," in Volume 2 of the *Toolbox Reference* for information on setting vectors to user interrupt routines).

- **Mode** The mode value consists of two bits, M0 and M1. There are thus four possible modes, which are designated as free-run mode or loop mode (00), one-shot mode (01), sync/AM mode (10), and swap mode (11).



In free-run or loop mode, the oscillator sweeps through a waveform to the end, playing the values it encounters, then starts again at the beginning of the waveform and generates an interrupt if the interrupt enable bit is set to 1. The generator also interrupts if it encounters a 0, or if it reaches the end of the waveform.

In one-shot mode, the oscillator sweeps through its waveform to the first 0 value or to the end, generates an interrupt if the interrupt enable bit is set to 1, and halts.

In swap mode, an oscillator sweeps through its waveform to the first 0 value, or to the end of the waveform, generates an interrupt, and halts, turning control over to a partner oscillator. Only one halt bit can be set to 1 at any given time for a pair of oscillators in swap mode; setting the halt bit of one oscillator to 1 forces the other's to 0.

Generators always consist of an even/odd pair of oscillators—for example, oscillators 0 and 1 form a generator, as do oscillators 2 and 3, and so on. The Note Synthesizer normally uses each pair with the even-numbered oscillator in swap mode and the odd-numbered oscillator in loop mode. The Sound Tool Set normally uses both oscillators of a pair in swap mode.

### *Channel register*

The Channel register specifies a sound's stereo position. Currently, only the low-order bit is significant. A value of 0 in this bit sets the oscillator's stereo position to the right channel; a value of 1 sets it to the left channel.

### *Bank-Select/Table-Size/Resolution register*

This register sets the table size for stored waveforms, the resolution of the waveform, and the bank selection for the oscillator. When it plays a sound, the DOC adds the value of the Frequency register to its accumulator. It multiplexes the resulting value with the address pointer to determine the address in DOC RAM of the sample to play. The table size determines how many bits of the Address Pointer register are accessible to the DOC for this operation; a larger table size reduces the number of Address Pointer register bits used in the address calculation, and reduces the precision with which a particular sample can be located. If eight bits of the Address Pointer register are used to locate the next sample, the DOC can distinguish twice as many starting points as it can if only seven bits are used.

Each time the DOC cycles it adds the contents of the Frequency register to its 24-bit accumulator. It then appends a subrange of the accumulator's 24 bits to the value of the address pointer and uses the resulting value as an absolute address in DOC RAM. It then plays the sample stored at that location.

The resolution value, which is the lowest three bits of the Bank-Select/Table-Size/Resolution register, determines the lowest bit of the accumulator value that will be appended to the address pointer.

The table-size value, which is the next three bits above the resolution, determines both width of the address pointer value and the width of the accumulator value. The width of each value is the number of bits the DOC uses from that register. For example, the DOC accumulator is a 24-bit register, but the DOC uses only eight of those bits when the table size is 256 bytes.

The DOC uses only part of each register, the accumulator and the address pointer, to determine the place in memory that it will play next. For any table size greater than 256 bytes (1 page), it overwrites the lowest bits of the address pointer with bits from the accumulator. Figure 47-1 shows the correspondence between table size, resolution, and the portions of the Address Pointer register and accumulator used to determine the location of the next sample to be played.

■ **Figure 47-1** DOC registers

TABLE TEXT	FINAL ADDRESS																Resolution			
	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	R2	R1	R0	
256	Pointer Register								23 Accumulator Bits								16	1	1	1
	7								0	16							9	0	0	0
512								23								15	1	1	1	
	7							1	16							8	0	0	0	
1024							23									14	1	1	1	
	7						2	16								7	0	0	0	
2048						23									13	1	1	1		
	7					3	16								6	0	0	0		
4096					23											12	1	1	1	
	7				4	16										5	0	0	0	
8192				23												11	1	1	1	
	7			5	16											4	0	0	0	
16384			23													10	1	1	1	
	7	6	16												3	0	0	0		
32768		23														9	1	1	1	
	7	16													2	0	0	0		

The resolution acts as an offset value, determining which bit is the lowest accumulator bit to be appended to the Address Pointer register. The effect of these computations is that if you increase the resolution by 1, the pitch of the waveform will be one octave lower. If you increase the resolution value by 2, the pitch will be four octaves lower—and so on in powers of two.

The table-size value is a 3-bit value that is equal to the resolution value in calls to `FFStartSound`. It specifies the size of the DOC RAM partitions used to contain waveforms that are to be played. The correspondence between table-size values and the table sizes is

Table-size	3-bit value	RAM buffer size
0	000	1 page (256 bytes)
1	001	2 page (512 bytes)
2	010	4 pages (1024 bytes)
3	011	8 pages (2048 bytes)
4	100	16 pages (4096 bytes)
5	101	32 pages (8192 bytes)
6	110	64 pages (16,384 bytes)
7	111	128 pages (32,768 bytes)

Both the table-size and resolution values are copied into their respective bits in the Bank-Select/Table-Size/Resolution register from the lowest three bits of the *buffer size* parameter to the `FFStartSound` call.

- **Bank-select bit** The bank-select bit is bit 6. It is reserved for the use of Apple Computer, Inc. and should always be 0.

#### *Oscillator Interrupt register*

This register contains a bit that specifies whether an interrupt has occurred and, if so, contains the number of the oscillator that generated the interrupt. The oscillator number (0-31) is stored in bits 1 through 5 of this register.

#### *Oscillator Enable register*

The Oscillator Enable register specifies the number of enabled oscillators (0-31).

#### *A/D Converter register*

This register always contains the current sample from the analog-to-digital converter built into the Digital Oscillator Chip.

---

## MIDI and interrupts

The MIDI Tool Set automatically recovers incoming MIDI data, but to do so it requires that interrupts never be disabled for longer than 290 microseconds. If an application disables interrupts for longer than this, it should call the `MidiInputPoll` vector at least every 270 microseconds to ensure that the data are properly received and the input buffer is cleared. When MIDI input is not enabled, the vector is still serviced, but at minimal cost in CPU cycles. Under these circumstances, the call to the vector sacrifices only two instructions, namely a `JSL` and an `RTL`.

Normally one CPU cycle on the Apple IIGS lasts about 1 microsecond, but it may take slightly longer if it accesses soft switches or slow memory.

---

## New Sound Tool Set calls

There are four new tool calls that provide greater flexibility when playing free-form sounds. The `FFSetUpSound` and `FFStartPlaying` calls allow you to schedule a sound for playback at a later time. `SetDOCReg` and `ReadDOCReg` provide easy access to the DOC registers.

---

### **FFSetUpSound** \$1508

This call is identical to the `FFStartSound` tool call, but does not actually start playing the specified sound. Use the `FFStartPlaying` tool call to start playing. This call gives you the option of setting up a sound and playing it later.

#### Parameters

Stack before call

Previous contents	
<i>channelGen</i>	Word—Channel, generator type word
- <i>paramBlockPtr</i> -	Long—Pointer to <code>FFStartSound</code> parameter block
	<—SP

Stack after call

Previous contents	
	<—SP

**Errors**                None

**C**                        `extern pascal void FFSetUpSound(channelGen,  
                                 paramBlockPtr);`

Word            `channelGen;`  
Pointer        `paramBlockPtr;`

*channelGen*            For complete information on the *channelGen* parameter, refer to the description of the `FFStartSound` tool call in Chapter 20, "Sound Tool Set," in Volume 2 of the *Toolbox Reference*.

*paramBlockPtr* For complete information on the parameter block pointed to by the *paramBlockPtr* parameter, see “FFstartSound” earlier in this chapter.

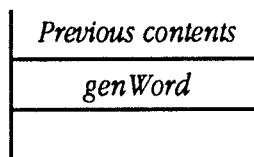
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**FFStartPlaying \$1608**

Starts playing the sound specified by the `FFSetUpSound` tool call on a specified set of generators. Your program passes a parameter to this call indicating which generators are to play the sound.

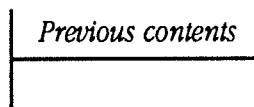
**Parameters**

Stack before call



Word—Flag word indicating which generators to start  
 <—SP

Stack after call



<—SP

**Errors**                None

**C**                        `extern pascal void FFStartPlaying(genWord);`

Word                `genWord;`

*genWord*                Specifies which generators to start. Each bit in the word corresponds to a generator. Setting a bit to 1 indicates that the matching generator is to play the sound. For example, a *genWord* value of \$4071 (%0100 0000 0111 0001) would start generators 0, 4, 5, 6, and 14.

▲ **Warning**            A value of \$0000 for this parameter is illegal and will cause the system to hang. ▲

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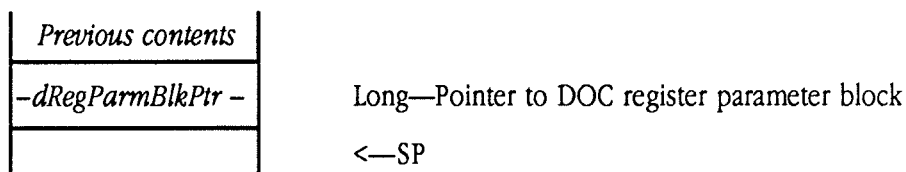
**ReadDOCRReg \$1808**

Reads the DOC registers for a generator's oscillator and stores the register contents in a special format in the target memory location. Your program specifies the generator and which oscillator, as well as the destination for the register information. The format of the resultant data structure corresponds to the input to the `SetDOCRReg` tool call.

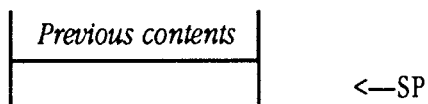
**▲ Warning** This is a very low-level call. You should not use it unless you have a thorough understanding of the DOC. This call may not be supported in future versions of the system hardware. ▲

**Parameters**

Stack before call



Stack after call



**Errors** None

**C**

```
extern pascal void ReadDOCRReg(dRegParmBlkPtr);
```

Pointer dRegParmBlkPtr;



*dRegParmBlkPtr* Refers to a location in memory to be loaded with the contents of the DOC registers for the specified generator.

\$00	oscGenType	Word—(see below)
\$02	freqLow1	Byte—Frequency Low register for first oscillator
\$03	freqHigh1	Byte—Frequency High register for first oscillator
\$04	vol1	Byte—Volume register for first oscillator
\$05	tablePtr1	Byte—Waveform Table Pointer register for first oscillator
\$06	control1	Byte—Control register for first oscillator
\$07	tableSize1	Byte—Table-size register for first oscillator
\$08	freqLow2	Byte—Frequency Low register for second oscillator
\$09	freqHigh2	Byte—Frequency High register for second oscillator
\$0A	vol2	Byte—Volume register for second oscillator
\$0B	tablePtr2	Byte—Waveform Table Pointer register for second oscillator
\$0C	control2	Byte—Control register for second oscillator
\$0D	tableSize2	Byte—Table-size register for second oscillator

*oscGenType* Bits 8 through 11 specify the generator number (\$0 through \$F) whose registers are to be retrieved.

bit 15	Determines whether to get DOC registers for the first oscillator. 1 - Get the registers 0 - Do not get the registers
bit 14	Determines whether to get DOC registers for the second oscillator. 1 - Get the registers 0 - Do not get the registers
bits 12–13	Reserved; must be set to 0.
bits 8–11	Specify the generator number for the operation. Valid values lie in the range from \$0 through \$F.
bits 4–7	Reserved; must be set to 0.
bits 0–3	Specify who is using the generator (this value is returned)

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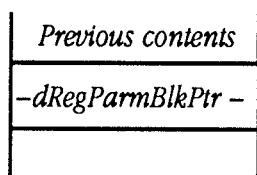
**SetDOCRReg \$1708**

Sets the DOC registers for a generator's oscillator from register contents stored in a special format. Your program specifies the generator, the oscillator(s) and the register information. The format of the input data structure corresponds to the output from the ReadDOCRReg tool call.

**▲ Warning** This is a very low-level call. You should not use it unless you have a thorough understanding of the DOC. This call may not be supported in future versions of the system hardware. ▲

**Parameters**

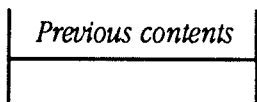
Stack before call



Long—Pointer to DOC register parameter block

←SP

Stack after call



←SP

**Errors**           None

**C**                   extern pascal void SetDOCRReg(dRegParmBlkPtr);

                  Pointer   dRegParmBlkPtr;

*dRegParmBlkPtr* Refers to a location in memory containing the new contents of the DOC registers for the specified generator:

\$00	oscGenType	Word—(see below)
\$02	freqLow1	Byte—Frequency Low register for first oscillator
\$03	freqHigh1	Byte—Frequency High register for first oscillator
\$04	vol1	Byte—Volume register for first oscillator
\$05	tablePtr1	Byte—Waveform Table Pointer register for first oscillator
\$06	control1	Byte—Control register for first oscillator
\$07	tableSize1	Byte—Table-size register for first oscillator
\$08	freqLow2	Byte—Frequency Low register for second oscillator
\$09	freqHigh2	Byte—Frequency High register for second oscillator
\$0A	vol2	Byte—Volume register for second oscillator
\$0B	tablePtr2	Byte—Waveform Table Pointer register for second oscillator
\$0C	control2	Byte—Control register for second oscillator
\$0D	tableSize2	Byte—Table-size register for second oscillator

*oscGenType* Specifies the generator whose oscillators are to be written, along with other generator control block (GCB) information (see Chapter 41, “Note Synthesizer,” in this book for detailed information on the format and content of the GCB):

- bit 15 Determines whether to set DOC registers for the first oscillator.
  - 1 - Set the registers
  - 0 - Do not set the registers
- bit 14 Determines whether to set DOC registers for the second oscillator.
  - 1 - Set the registers
  - 0 - Do not set the registers
- bits 12–13 Reserved; must be set to 0.
- bits 8–11 Specify the generator number for the operation. Valid values lie in the range from \$0 through \$F.
- bits 4–7 Reserved; must be set to 0.
- bits 0–3 Specify who is using the generator.
  - \$0 - Invalid value
  - \$1 - Free-form synthesizer
  - \$2 - Note Synthesizer
  - \$3 - Reserved
  - \$4 - MIDI
  - \$5–\$7 - Reserved
  - \$8–\$F - User-defined

## Chapter 48 **Standard File Operations Tool Set**

This chapter documents new features of the Standard File Operations Tool Set. The complete reference to this tool set is in Volume 2, Chapter 22 of the *Apple IIGS Toolbox Reference*.

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## New features in the Standard File Operations Tool Set

This section explains new features of the Standard File Operations Tool Set.

- The Standard File Operations Tool Set now uses Class 1 calls to fully support GS/OS. As a result, new tool set calls accept full GS/OS filenames and pathnames:
  - A total of 13,107 files, with a total of up to 64 KB of name strings, can reside in a single folder.
  - A filename can now contain up to 253 characters.
  - A pathname can now contain up to 508 characters.

New applications should use the new tool set calls to gain access to this functionality.

- ◆ *Note:* Since old The Standard File Operations Tool Set calls use the new, longer filenames and pathnames internally, it is possible for an old-style Get or Put call to access an AppleShare<sup>®</sup> file with a name that is more than 15 characters long. In this case, the system truncates the filename in the reply record. If necessary, the pathname is also truncated. Note, however, that if the pathname will fit in the reply record, then it is returned intact, regardless of the length of the filename portion of the path. As a result, this representation of the filename may exceed 15 characters. While this allows the application to open the file, programs that cannot accept a filename with more than 15 characters may not function predictably.

- The Standard File Operations Tool Set now uses the List Manager for some internal functions, freeing up memory for application use.
- The Standard File Operations Tool Set now requires that there be four pages available on the application stack (three for List Manager, one for the Standard File Operations Tool Set itself).
- The new tool calls use prefixes differently. These calls first check prefix 8 for a valid path. If prefix 8 is valid, the routines use that path. If not, they check prefix 0. If prefix 0 is valid, the routines copy it to prefix 8, then use it. If prefix 0 is also invalid, the search continues to the next volume.

Anytime the user changes the pathname, even during a cancelled Standard File dialog, the new path is placed in prefix 8. In addition, this current path is placed into prefix 0, if it fits. If the path will not fit, prefix 0 is left unchanged and contains the last legitimate pathname entered.

Internally, both old and new Standard File calls use prefix 8, allowing up to 508 characters in the pathname. However, the Standard File Operations Tool Set will display a warning if, as a result of an old call, a pathname longer than 64 characters will be created.

- The Standard File Operations Tool Set now scans AppleShare volumes every eight seconds for changes. The system automatically updates the displayed file list.
- The Standard File Operations Tool Set now returns error codes. For many internal errors, the Standard File Operations Tool Set will display a detailed information dialog and allow the user to cancel the operation.
- When displaying a complete path, the system now uses the separator character found in either prefix 8 or 0. Previously, the separator was always /, but now typically will be a colon (:).
- The system now disables the Save and NewFolder buttons in Put dialogs referencing write-protected volumes. In addition, the system will now display a lock icon for such volumes.
- The Standard File Operations Tool Set now supports multiple file Get calls. See "New Standard File calls" later in this chapter for call syntax details.

Multifile dialogs include a new Accept button in addition to the Open button. These buttons operate as follows:

- When the user has selected a single file, both the Open and Accept buttons are enabled. If the selected file is not a folder, clicking either button will return the filename. If the file is a folder, clicking Open lists the folder contents, while clicking Accept returns the folder name to the calling program. Double-clicking on a file works the same as Accept; double-clicking on a folder works the same as Open.
- When the user has selected multiple files, the Open button is disabled. The user must press the Accept button to return the filenames to the calling application. In this case, the returned file list may contain both folder and file names. Double-clicking is not allowed when multiple files have been selected.
- The Standard File Operations Tool Set now uses static text items in its dialog templates. The system will automatically change custom dialog templates to use static text, rather than user items. In addition, the system now uses a custom draw routine for the path entry item. The system automatically changes input dialog templates to call the Standard File Operations Tool Set's custom draw routine, unless the input template already references a custom routine, in which case that reference is not changed.
- Your application can now provide custom draw routines for items in displayed file lists. The Standard File Operations Tool Set takes care of dimming and selecting the item.

- Standard File dialogs support the following keystroke equivalents:

Key	Button Equivalent
Esc	Close
Command-Up Arrow	Close
Tab	Volume
Command-period	Cancel
Command-o	Open
Command-O	Open
Command-Down Arrow	Open
Command-n	New Folder
Command-N	New Folder

---

### New filter procedure entry interface

Many Standard File calls allow you to specify a custom filter procedure. These custom routines can perform specific checking of items for file list inclusion, beyond that performed by the system. To learn more about Standard File filter procedures, see Chapter 22, "Standard File Operations Tool Set," in Volume 2 of the *Toolbox Reference*.

The new Standard File calls support a different filter procedure entry interface. Previously, Standard File filter procedures received a pointer to a file directory entry (defined in the *Toolbox Reference*). New Standard File calls pass a pointer to a `GetDirEntry` record, which corresponds to the formatted output of the GS/OS `GetDirEntry` call. For the format and content of the `GetDirEntry` record, refer to Volume 1 of the *GS/OS Reference*.

The exit interface from these filter procedures has not changed. Your program must remove this pointer from the stack and return a response word indicating how the current file is to be displayed in the file list.

Value	Name	Description
0	<code>noDisplay</code>	Do not display file
1	<code>noSelect</code>	Display the file, but do not allow the user to select it
2	<code>displaySelect</code>	Display the file and allow the user to select it

## Custom item drawing routines

Some new Standard File calls allow you to specify custom item-drawing routines. These routines give you the opportunity to create highly customized displays of items in file lists. The Standard File Operations Tool Set handles item dimming and selecting.

On entry to the custom item drawing routine, Standard File formats the stack as follows:

<i>Previous contents</i>		
—	<i>memRectPtr</i>	—
Long—	Pointer to the member rectangle	
—	<i>memberPtr</i>	--
Long—	Pointer to the member record	
—	<i>controlHndl</i>	—
Long—	Handle to the list control	
	<i>Reserved</i>	
Block—	Reserved data for Standard File—24 bytes	
—	<i>itemDrawPtr</i>	—
Long—	Pointer to item draw record	
—	<i>returnAddr</i>	—
Block—	RTL address—3 bytes	
		<—SP

The *itemDrawPtr* field contains a pointer to a record formatted as follows:

\$00	count	Byte—Length of <i>nameString</i> , in bytes
\$01	nameString	Array— <i>count</i> bytes of file name
count + 1	fileType	Word—File type
count + 3	fileAuxType	Long—Auxiliary file type

The routine must remove this pointer from the stack before returning to the Standard File Operations Tool Set. The custom item drawing routine should not change any of the other information on the stack.



The custom drawing routine must draw both the filename string and any associated icon. The Standard File Operations Tool Set assumes that the standard system font and character size are used for all list items; changing either font or character size is not recommended. Note that any icons must also comply with these restrictions (current icons are eight lines high).

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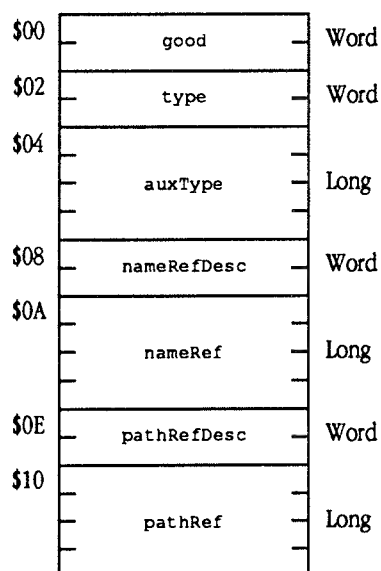
## Standard File data structures

The new Standard File tool calls accept and return new style reply records and type lists. The formats for these records follow.

### Reply record

Figure 48-1 defines the layout for the new-style Standard File reply record. You pass this record to many of the new tool calls. Those calls, in turn, update the record and return it to your program.

■ **Figure 48-1** New-style reply record

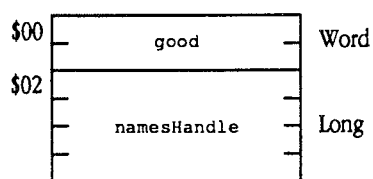


<code>good</code>	Boolean indicating the status of the request. TRUE indicates that the user opened the file; FALSE indicates that the user cancelled the request.
<code>type</code>	Contains the GS/OS file type information.
<code>auxType</code>	Contains the GS/OS auxiliary type information.
<code>nameRefDesc</code>	Defines the type of reference stored in <code>nameRef</code> (your program must set this field):
\$0000	Reference in <code>nameRef</code> is a pointer to a GS/OS class 1 output string.
\$0001	Reference in <code>nameRef</code> is a handle to a GS/OS class 1 output string.
\$0003	Reference in <code>nameRef</code> is undefined. The system will allocate a new handle, correctly sized for the resulting GS/OS class 1 output string, and return that handle in <code>nameRef</code> . This is the recommended option.
<code>nameRef</code>	On input, may contain a reference to the output buffer for the filename string, depending upon the contents of <code>nameRefDesc</code> . On output, contains a reference to the filename string. The reference type is defined by the contents of <code>nameRefDesc</code> . If your program set <code>nameRefDesc</code> to \$0003, then your program must release the resulting handle when it is done with the returned data.
<code>pathRefDesc</code>	Defines the type of reference stored in <code>pathRef</code> (your program must set this field):
\$0000	Reference in <code>pathRef</code> is a pointer to a GS/OS class 1 output string.
\$0001	Reference in <code>pathRef</code> is a handle to a GS/OS class 1 output string.
\$0003	Reference in <code>pathRef</code> is undefined. The system will allocate a new handle, correctly sized for the resulting GS/OS class 1 output string, and return that handle in <code>pathRef</code> . This is the recommended option.
<code>pathRef</code>	On input, may contain a reference to the output buffer for the file pathname string, depending upon the contents of <code>pathRefDesc</code> . On output, contains a reference to the pathname string. The reference type is defined by the contents of <code>pathRefDesc</code> . If your program set <code>pathRefDesc</code> to \$0003, then your program must release the resulting handle when it is done with the returned data.

## Multifile reply record

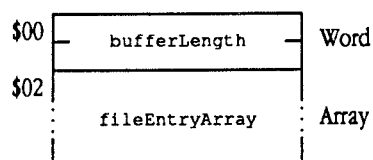
Figure 48-2 defines the format of the Standard File multifile reply record. The system returns this record format in response to multifile Get requests.

■ **Figure 48-2** Multifile reply record



**good** Contains either the number of files selected, or FALSE if the user cancelled the request.

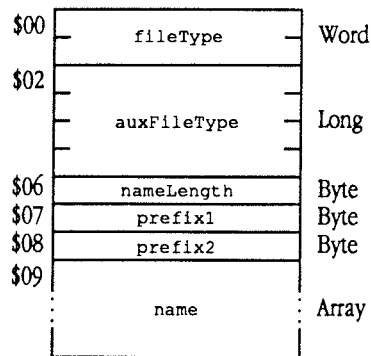
**namesHandle** Handle to the returned data record. Your program must dispose of this handle when it is done with the returned data. The returned data record is formatted as follows:



**bufferLength** Contains the total length, in bytes, of the returned data record, including the length of **bufferLength**.

**fileEntryArray**

An array of file entries, each formatted as follows:

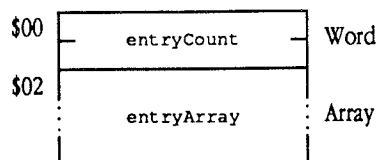


fileType	Contains the GS/OS file type.
auxFileType	Contains the GS/OS auxiliary type.
nameLength	Contains the length of the following filename, including the volume prefix bytes (prefix1 and prefix2).
prefix1	Volume prefix for the pathname, first byte. Always set to 8.
prefix2	Volume prefix for the pathname, second byte. Always set to ..
name	Filename string, containing (nameLength - 2) bytes of data, not to exceed 253 characters.

**File type list record**

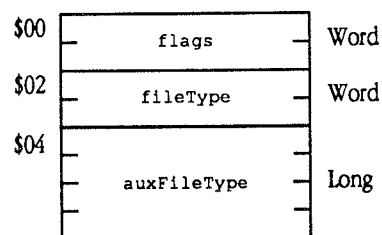
Figure 48-3 shows the layout of the Standard File type list record. You use this record with Standard File calls that require a file type list as input (such as `SFGetFile2`).

■ **Figure 48-3** File type list record



**entryCount**      Contains the number of items in **entryArray**.

**entryArray**      Array of file type entries, each formatted as follows:



<code>flags</code>	Defines how the system is to use <code>fileType</code> and <code>auxFileType</code> when selecting files to be displayed:
bit 15	Controls whether Standard File cares about auxiliary types: 1 - Match any <code>auxFileType</code> value 0 - Match only the specified <code>auxFileType</code> value
bit 14	Controls whether Standard File cares about file types: 1 - Match any <code>fileType</code> 0 - Match only the specified <code>fileType</code> value
bit 13	Disable selection: 1 - Any files matching criteria specified in bits 14 and 15 will be displayed but will not be selectable (will be greyed out). Note that the file(s) will not be passed to the filter procedure for the tool call.
bits 12-0	Reserved; must be set to 0.

- ◆ *Note:* The settings of bits 14 and 15 are independent. By setting both bits to 1, The Standard File Operations Tool Set will match all files.

<code>fileType</code>	Specifies a GS/OS file type value to match, according to the settings of the <code>flags</code> bits. If bit 15 of <code>flags</code> is set to 0, then this field is ignored.
<code>auxFileType</code>	Specifies a GS/OS auxiliary type value to match, according to the settings of the <code>flags</code> bits. If bit 14 of <code>flags</code> is set to 0, then this field is ignored.

---

## Standard File dialog templates

The Standard File Operations Tool Set allows you to define custom dialog boxes for the Open File and Save File dialog boxes. To use a custom dialog box, your program must provide a pointer to a dialog template to the appropriate Standard File routines (SFPPutFile2, SFPGetFile2, or SFPMultiFile2). The Standard File Operations Tool Set passes the dialog template to the Dialog Manager (GetNewModalDialog call) when it establishes the user dialog.

While the latest version of the Standard File Operations Tool Set uses some of the template fields differently, old templates should still work. The system internally modifies old-style input templates to make them compatible with current usage. New usage differs in the following ways:

- The boundary rectangle for a file list is taken from the Files item in each dialog template and copied to the List Manager record. The number of files to be displayed is derived from the rectangle coordinates by subtracting 2 from the height and dividing the result by 10. To avoid displaying partial filenames, you should set the rectangle height using the same formula; that is,  $\text{height} = ((\text{num\_files} * 10) + 2)$ .
- The Scroll item is no longer used for single-file requests. However, it has been retained in the record for compatibility with old templates. For multifile Get requests, the new tool calls define the Accept button in the space previously used by the Scroll item.
- Standard File calls copy the input dialog template header to memory and then update it. Note that, for single-file Get calls, items 5 and 7 are not copied (for multifile Get calls, item 5 is copied). Similarly, items 6 and 8 are not copied for Put calls.

The following code examples contain the templates for the standard Open File and Save File dialog boxes. All these templates depend upon the following string definitions:

```
SaveStr      str      'Save'
OpenStr      str      'Open'
CloseStr     str      'Close'
DriveStr     str      'Volume'
CancelStr    str      'Cancel'
FolderStr    str      'New Folder'
AcceptStr    str      'Accept'
KbFreeStr    str      '^0 free of ^1 k.'      ;Dialog Manager routine
                                                ; replaces ^0 & ^1 with real
                                                ; values from the disk.

PPromptStr   dc.b 'Save which file:'
PEndBuf      dc.b 0                          ;end-of-string byte

GPromptStr   dc.b 'Load which file:'
GEndBuf      dc.b 0                          ;end-of-string byte
```

## Open File dialog box templates

The Open File dialog box must contain the following items in this exact order:

Item	Item type	Item ID
Open button	buttonItem	1
Close button	buttonItem	2
Next button	buttonItem	3
Cancel button	buttonItem	4
Scroll bar	userItem+itemDisable	5
Path	userItem	6
Files	userItem+itemDisable	7
Prompt	userItem	8

- ◆ *Note:* The Scroll bar item (item 5) is not used for single-file calls. For multifile calls, this item contains the Accept button definition.
- ◆ *Note:* The Files item (item 7) contains the boundary rectangle for the List Manager, and serves no other purpose.

First, the templates for 640 mode:

GetDialog640

```

dc.w    0,0,114,400          ; recommended direct of dialog
                                ; (640 mode)

dc.w    -1
dc.w    0,0                  ; reserved words
dc.l    OpenBut640           ; item 1
dc.l    CloseBut640         ; item 2
dc.l    NextBut640          ; item 3
dc.l    CancelBut640        ; item 4
dc.l    Scroll640           ; dummy item or ACCEPT button
dc.l    Path640             ; item 6
dc.l    Files640            ; item 7
dc.l    Prompt640          ; item 8
dc.l    0
```



## OpenBut640

dc.w	1	;item #
dc.w	61,265,73,375	;direct
dc.w	ButtonItem	;type of item
dc.l	OpenStr	;Item descriptor
dc.w	0,0	;Item value & bit flags
dc.l	0	;color table ptr (nil is default)

## CloseBut640

dc.w	2	;item #
dc.w	79,265,91,375	;direct
dc.w	ButtonItem	;type of item
dc.l	CloseStr	;Item descriptor
dc.w	0,0	;Item value & bit flags
dc.l	0	;color table ptr (nil is default)

## NextBut640

dc.w	3	;item #
dc.w	25,265,37,375	;direct
dc.w	ButtonItem	;type of item
dc.l	DriveStr	;Item descriptor
dc.w	0,0	;Item value & bit flags
dc.l	0	;color table ptr (nil is default)

## CancelBut640

dc.w	4	;item #
dc.w	97,265,109,375	;direct
dc.w	ButtonItem	;type of item
dc.l	CancelStr	;Item descriptor
dc.w	0,0	;Item value & bit flags
dc.l	0	;color table ptr (nil is default)

## Scroll640

```

;
; SPECIAL NOTE: Scroll items are no longer used by the new calls, since
; the List Manager takes care of all scroll "stuff". In single-file
; Get calls (also any OLD call), this item is simply ignored and its
; pointer is left out of the header when copied to RAM. However, in
; Multi-Get calls, this item IS used for the Accept button. The
; following is the recommended content for the Accept button:
;

```

```

    dc.w    5                ;item # (DUMMY or ACCEPT button)
    dc.w    43,265,55,375   ;direct
    dc.w    ButtonItem      ;type
    dc.l    AcceptStr       ;Item descriptor
    dc.w    0,0             ;Item value and bit flags
    dc.l    0               ;color table

```

## Path640

```

    dc.w    6                ;item #
    dc.w    12,15,24,395    ;direct
    dc.w    UserItem        ;type
    dc.l    PathDraw        ;Item descriptor (user app.
specific)
    dc.w    0,0             ;Item value and bit flags
    dc.l    0               ;color table

```

## Files640

```

    dc.w    7                ;item #
    dc.w    25,18,107,215   ;Boundary rect for List Manager
    dc.w    UserItem+ItemDisable ;type
    dc.l    0               ;Item descriptor
    dc.w    0,0             ;Item value and bit flags
    dc.l    0               ;color table

```

## Prompt640

```

    dc.w    8                ;item #
    dc.w    03,15,12,395    ;direct
    dc.w    StatText+ItemDisable ;type
    dc.l    0               ;Item descriptor (Text passed)
    dc.w    0               ;size of text
    dc.w    0               ;Bit flags
    dc.l    0               ;color table

```

Now, the templates for 320 mode:

GetDialog320

```
dc.w    0,0,114,260      ; direct of dialog (320 mode)
dc.w    -1
dc.w    0,0              ; reserved word
dc.l    OpenBut320       ; item 1
dc.l    CloseBut320     ; item 2
dc.l    NextBut320      ; item 3
dc.l    CancelBut320    ; item 4
dc.l    Scroll320       ; dummy item or ACCEPT button
dc.l    Path320         ; item 6
dc.l    Files320        ; item 7
dc.l    Prompt320       ; item 8
dc.l    0
```

OpenBut320

```
dc.w    1                ; item #
dc.w    53,160,65,255    ; direct
dc.w    ButtonItem       ; type of item
dc.l    OpenStr          ; Item descriptor
dc.w    0,0              ; Item value & bit flags
dc.l    0                ; color table ptr (nil is default)
```

CloseBut320

```
dc.w    2                ; item #
dc.w    71,160,83,255    ; direct
dc.w    ButtonItem       ; type of item
dc.l    CloseStr         ; Item descriptor
dc.w    0,0              ; Item value & bit flags
dc.l    0                ; color table ptr (nil is default)
```

NextBut320

```
dc.w    3                ; item #
dc.w    27,160,39,255    ; direct
dc.w    ButtonItem       ; type of item
dc.l    DriveStr         ; Item descriptor
dc.w    0,0              ; Item value & bit flags
dc.l    0                ; color table ptr (nil is default)
```

## CancelBut320

```

dc.w      4                ;item #
dc.w      97,160,109,255   ;direct
dc.w      ButtonItem       ;type of item
dc.l      CancelStr        ;Item descriptor
dc.w      0,0              ;Item value & bit flags
dc.l      0                ;color table ptr (nil is default)

```

## Scroll320

```

;
; SPECIAL NOTE: Scroll items are no longer used by the new calls, since
; the List Manager takes care of all scroll "stuff". In single-file
; Get calls (also any OLD call), this item is simply ignored and its
; pointer is left out of the header when copied to RAM. However, in
; Multi-Get calls, this item IS used for the Accept button. The
; following is the recommended content for the Accept button:
;

```

```

dc.w      5                ;item # (see SPECIAL NOTE)
dc.w      118,160,130,255  ;direct
dc.w      ButtonItem       ;type
dc.l      AcceptStr        ;Item descriptor
dc.w      0,0              ;Item value and bit flags
dc.l      0                ;color table

```

## Path320

```

dc.w      6                ;item #
dc.w      14,06,26,256     ;direct
dc.w      UserItem         ;type
dc.l      PathDraw         ;Item descriptor
dc.w      0,0              ;Item value and bit flags
dc.l      0                ;color table

```

## Files320

```

dc.w      7                ;item #
dc.w      27,05,109,140    ;Boundary rect for list manager
dc.w      UserItem+ItemDisable ;type
dc.l      0                ;Item descriptor
dc.w      0,0              ;Item value and bit flags
dc.l      0                ;color table

```

## Prompt320

dc.w	8	;item #
dc.w	03,05,12,255	;direct
dc.w	StatText+ItemDisable	;type
dc.l	0	;Item descriptor (Text passed)
dc.w	0	;size of string
dc.w	0	;Bit flags
dc.l	0	;color table (0 = default)

### Save File dialog box templates

The Save File dialog box must contain the following items in this exact order:

Item	Item type	Item ID
Save button	buttonItem	1
Open button	buttonItem	2
Close button	buttonItem	3
Next button	buttonItem	4
Cancel button	buttonItem	5
Scroll bar	userItem+itemDisable	6
Path	userItem	7
Files	userItem+itemDisable	8
Prompt	userItem	9
Filename	editItem	10
Free space	statText	11
Create button	buttonItem	12

- ◆ *Note:* The Scroll bar item (item 6) is not used for single-file calls.
- ◆ *Note:* The Files item (item 8) contains the boundary rectangle for the List Manager, and serves no other purpose.

First, the templates for 640 mode:

PutDialog640

```

dc.w    0,0,120,320      ; recommended direct of dialog
                        ; (640 mode)

dc.w    -1
dc.w    0,0              ; reserved word
dc.l    SaveButP640      ; item 1
dc.l    OpenButP640      ; item 2
dc.l    CloseButP640     ; item 3
dc.l    NextButP640      ; item 4
dc.l    CancelButP640    ; item 5
dc.l    ScrollP640       ; DUMMY item
dc.l    PathP640         ; item 7
dc.l    FilesP640        ; contains boundary rect only
dc.l    PromptP640       ; item 9
dc.l    EditP640         ; item 10
dc.l    StatTextP640     ; item 11
dc.l    CreateButP640    ; item 12
dc.l    0

```

SaveButP640

```

dc.w    1                ;item #
dc.w    87,204,99,310    ;direct
dc.w    ButtonItem       ;type of item
dc.l    SaveStr           ;Item descriptor
dc.w    0,0              ;Item value & bit flags
dc.l    0                ;color table ptr (nil is default)

```

OpenButP640

```

dc.w    2                ;item #
dc.w    49,204,61,310    ;direct
dc.w    ButtonItem       ;type of item
dc.l    OpenStr          ;Item descriptor
dc.w    0,0              ;Item value & bit flags
dc.l    0                ;color table ptr (nil is default)

```

## CloseButP640

dc.w	3	;item #
dc.w	64,204,76,310	;direct
dc.w	ButtonItem	;type of item
dc.l	CloseStr	;Item descriptor
dc.w	0,0	;Item value & bit flags
dc.l	0	;color table ptr (nil is default)

## NextButP640

dc.w	4	;item #
dc.w	15,204,27,310	;direct
dc.w	ButtonItem	;type of item
dc.l	DriveStr	;Item descriptor
dc.w	0,0	;Item value & bit flags
dc.l	0	;color table ptr (nil is default)

## CancelButP640

dc.w	5	;item #
dc.w	104,204,116,310	;direct
dc.w	ButtonItem	;type of item
dc.l	CancelStr	;Item descriptor
dc.w	0,0	;Item value & bit flags
dc.l	0	;color table ptr (nil is default)

## ScrollP640

;

; Special Note: Unlike Scroll item in Get, Scroll is never used

; in Put, since there is not Multifile Put call.

;

dc.w	6	;item # (Dummy item)
dc.w	0,0,0,0	;dummy direct (must be 0)
dc.w	UserItem	;type
dc.l	0	;Item descriptor
dc.w	0,0	;Item value and bit flags
dc.l	0	;color table



## PathP640

dc.w	7	;item #
dc.w	0,10,12,315	;direct
dc.w	UserItem	;type
dc.l	PathDraw	;Item descriptor (user app.specific)
dc.w	0,0	;Item value and bit flags
dc.l	0	;color table

## FilesP640

dc.w	8	;item #
dc.w	26,10,88,170	;Boundary rect for list manager
dc.w	UserItem+ItemDisable	;type
dc.l	0	;Item descriptor
dc.w	0,0	;Item value and bit flags
dc.l	0	;color table

## PromptP640

dc.w	9	;item #
dc.w	88,10,100,200	;direct
dc.w	StatText+ItemDisable	;type
dc.l	0	;Item descriptor
dc.w	0	;size of text (Text passed)
dc.w	0	;Bit flags
dc.l	0	;color table

## EditP640

dc.w	10	;item #
dc.w	100,10,118,194	;direct
dc.w	EditLine+ItemDisable	;type
dc.l	0	;Item descriptor
dc.w	63	;size of text
dc.w	0	;Bit flags
dc.l	0	;color table

## StatTextP640

dc.w	11	;item #
dc.w	12,10,22,200	;direct
dc.w	StatText+ItemDisable	;type
dc.l	KbFreeStr	;Item descriptor
dc.w	0	;size of text
dc.w	0	;Bit flags
dc.l	0	;color table

## CreateButP640

dc.w	12	;item #
dc.w	29,204,41,310	;direct
dc.w	ButtonItem	;type
dc.l	FolderStr	;Item descriptor
dc.w	0	;size of text
dc.w	0	;Bit flags
dc.l	0	;color table

Now, the templates for 320 mode:

## PutDialog320

dc.w	0,0,128,270	; direct of dialog (320 mode)
dc.w	-1	
dc.w	0,0	; reserved word
dc.l	SaveButP320	; item 1
dc.l	OpenButP320	; item 2
dc.l	CloseButP320	; item 3
dc.l	NextButP320	; item 4
dc.l	CancelButP320	; item 5
dc.l	ScrollP320	; DUMMY item
dc.l	PathP320	; item 7
dc.l	FilesP320	; contains Boundary rect
dc.l	PromptP320	; item 9
dc.l	EditP320	; item 10
dc.l	StatTextP320	; item 11
dc.l	CreateButP320	; item 12
dc.l	0	

## SaveButP320

dc.w	1	;item #
dc.w	93,165,105,265	;direct
dc.w	ButtonItem	;type of item
dc.l	SaveStr	;Item descriptor
dc.w	0,0	;Item value & bit flags
dc.l	0	;color table ptr (nil is default)

## OpenButP320

dc.w	2	;item #
dc.w	54,165,66,265	;direct
dc.w	ButtonItem	;type of item
dc.l	OpenStr	;Item descriptor
dc.w	0,0	;Item value & bit flags
dc.l	0	;color table ptr (nil is default)

## CloseButP320

dc.w	3	;item #
dc.w	72,165,84,265	;direct
dc.w	ButtonItem	;type of item
dc.l	CloseStr	;Item descriptor
dc.w	0,0	;Item value & bit flags
dc.l	0	;color table ptr (nil is default)

## NextButP320

dc.w	4	;item #
dc.w	15,165,27,265	;direct
dc.w	ButtonItem	;type of item
dc.l	DriveStr	;Item descriptor
dc.w	0,0	;Item value & bit flags
dc.l	0	;color table ptr (nil is default)

## CancelButP320

dc.w	5	;item #
dc.w	111,165,123,265	;direct
dc.w	ButtonItem	;type of item
dc.l	CancelStr	;Item descriptor
dc.w	0,0	;Item value & bit flags
dc.l	0	;color table ptr (nil is default)

## ScrollP320

```
;
; Special Note: Unlike Scroll item in Get, Scroll is never used
; in Put, since there is not Multifile Put call.
;
```

```
dc.w    6                      ;item # (Dummy item)
dc.w    00,00,00,00           ;direct
dc.w    UserItem              ;type
dc.l    0                      ;Item descriptor
dc.w    0,0                   ;Item value and bit flags
dc.l    0                      ;color table
```

## PathP320

```
dc.w    7                      ;item #
dc.w    00,10,12,265          ;direct
dc.w    UserItem              ;type
dc.l    PathDraw              ;Item descriptor
dc.w    0,0                   ;Item value and bit flags
dc.l    0                      ;color table
```

## FilesP320

```
dc.w    8                      ;item #
dc.w    26,10,88,145          ;Boundary rect for list manager
dc.w    UserItem+ItemDisable  ;type
dc.l    0                      ;Item descriptor
dc.w    0,0                   ;Item value and bit flags
dc.l    0                      ;color table
```

## PromptP320

```
dc.w    9                      ;item #
dc.w    88,10,100,170         ;direct
dc.w    StatText+ItemDisable  ;type
dc.l    0                      ;Item descriptor (Text passed)
dc.w    0
dc.w    0                      ;Bit flags
dc.l    0                      ;color table
```

## EditP320

dc.w	10	;item #
dc.w	100,10,118,157	;direct
dc.w	EditLine+ItemDisable	;type
dc.l	0	;Item descriptor
dc.w	32	;size of text
dc.w	0	;Bit flags
dc.l	0	;color table

## StatTextP320

dc.w	11	;item #
dc.w	12,10,22,160	;direct
dc.w	StatText+ItemDisable	;type
dc.l	KbFreeStr	;Item descriptor
dc.w	0	;size of text
dc.w	0	;Bit flags
dc.l	0	;color table

## CreateButP320

dc.w	12	;item #
dc.w	33,165,45,265	;direct
dc.w	ButtonItem	;type
dc.l	FolderStr	;Item descriptor
dc.w	0	;size of text
dc.w	0	;Bit flags
dc.l	0	;color table

---

## New or changed Standard File calls

The following sections discuss several new or changed Standard File tool calls.

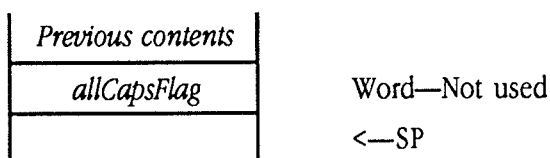
---

### **SFAllCaps** \$0D17

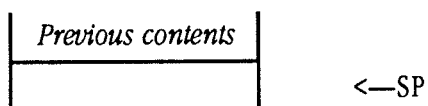
This call has been disabled in order to show filenames exactly as entered. Existing programs may still issue the call, but it will have no effect.

#### **Parameters**

Stack before call



Stack after call



**Errors**            None

**C**                    `extern pascal void SFAllCaps(allCapsFlag);`

`Word        allCapsFlag;`

**SFGetFile2 \$0E17**

Displays the standard Open File dialog box and returns information about the file selected by the user. This call differs from `SFGetFile` in that it uses Class 1 GS/OS calls, thereby allowing selection of a file with a full name length of up to 763 characters.

**Parameters**

Stack before call

<i>Previous contents</i>		
<i>whereX</i>		Word—x coordinate of upper left corner of dialog box
<i>whereY</i>		Word—y coordinate of upper left corner of dialog box
<i>promptRefDesc</i>		Word—Defines type of reference in <i>promptRef</i>
– <i>promptRef</i> –		Long—Reference to Pascal string for file prompt
– <i>filterProcPtr</i> –		Long—Pointer to filter procedure; NIL for none
– <i>typelistPtr</i> –		Long—Pointer to type list record; NIL for none
– <i>replyPtr</i> –		Long—Pointer to new-style reply record
		<—SP

Stack after call

<i>Previous contents</i>	
	<—SP

<b>Errors</b>	\$1701	badPromptDesc	Invalid <i>promptRefDesc</i> value
	\$1704	badReplyNameDesc	Invalid reply record nameRefDesc value
	\$1705	badReplyPathDesc	Invalid reply record pathRefDesc value
		GS/OS errors	Returned unchanged

- ◆ **Note:** The GS/OS `bufferTooSmall` error can occur if the output strings you supply in the reply record are too small to receive the resulting filename string. In this case, the buffer will contain as many name characters as would fit, and the length word will contain the name length the Standard File Operations Tool Set tried to return.

**C**                   extern pascal void SFGetFile2(whereX, whereY,  
                                 promptRefDesc, promptRef, filterProcPtr,  
                                 typelistPtr, replyPtr);

                  Pointer    filterProcPtr, typelistPtr, replyPtr;  
                   Word        whereX, whereY, promptRefDesc;  
                   Long        promptRef;

*promptRefDes*       Defines the type of reference in *promptRef*:

                  \$0000       Reference in *promptRef* is a pointer to a Pascal string.  
                   \$0001       Reference in *promptRef* is a handle of a Pascal string.  
                   \$0002       Reference in *promptRef* is the resource ID of a Pascal string

*filterProcPtr*       Pointer to a new-style filter procedure, as described in "New filter  
                                 procedure entry interface" earlier in this chapter.



**SFMultiGet2 \$1417**

Displays the standard Open Multifile dialog box and returns information about the file or files selected by the user. The call returns file selection information in a multifile reply record. Note that folders may be included in the list of returned files; your program should check the file type field before using any returned filenames.

**Parameters**

Stack before call

Previous contents	
<i>whereX</i>	Word—x coordinate of upper left corner of dialog box
<i>whereY</i>	Word—y coordinate of upper left corner of dialog box
<i>promptRefDesc</i>	Word—Defines type of reference in <i>promptRef</i>
– <i>promptRef</i> –	Long—Reference to Pascal string for file prompt
– <i>filterProcPtr</i> –	Long—Pointer to filter procedure; NIL for none
– <i>typelistPtr</i> –	Long—Pointer to type list record; NIL for none
– <i>replyPtr</i> –	Long—Pointer to multifile reply record
	<—SP

Stack after call

Previous contents	
	<—SP

**Errors**            \$1701    badPromptDesc            Invalid *promptRefDesc* value

```

C          extern pascal void SFMultiGet2 (whereX, whereY,
                                           promptRefDesc, promptRef, filterProcPtr,
                                           typelistPtr, replyPtr);

          Pointer  filterProcPtr, typelistPtr, replyPtr;
          Word     whereX, whereY, promptRefDesc;
          Long     promptRef;

```

<i>promptRefDesc</i>	Defines the type of reference in <i>promptRef</i> :
\$0000	Reference in <i>promptRef</i> is a pointer to a Pascal string.
\$0001	Reference in <i>promptRef</i> is a handle of a Pascal string.
\$0002	Reference in <i>promptRef</i> is the resource ID of a Pascal string
<i>filterProcPtr</i>	Pointer to a new-style filter procedure, as described in "New filter procedure entry interface" earlier in this chapter.

---

**SFPGetFile2 \$1017**

Displays a custom Open File dialog box and returns information about the file selected by the user. This call differs from `SFGetFile` in that it uses Class 1 GS/OS calls, thereby allowing selection of a file with a full name length of up to 763 characters.

**Parameters**

Stack before call

<i>Previous contents</i>	
<i>whereX</i>	Word—x coordinate of upper left corner of dialog box
<i>whereY</i>	Word—y coordinate of upper left corner of dialog box
– <i>itemDrawPtr</i> –	Long—Pointer to item draw routine; NIL for none
<i>promptRefDesc</i>	Word—Defines type of reference in <i>promptRef</i>
– <i>promptRef</i> –	Long—Reference to Pascal string for file prompt
– <i>filterProcPtr</i> –	Long—Pointer to filter procedure; NIL for none
– <i>typelistPtr</i> –	Long—Pointer to type list record; NIL for none
– <i>dlgTempPtr</i> –	Long—Pointer to dialog template
– <i>dialogHookPtr</i> –	Long—Pointer to routine to handle item hits
– <i>replyPtr</i> –	Long—Pointer to new-style reply record
	<—SP

Stack after call

<i>Previous contents</i>
<—SP

<b>Errors</b>	\$1701	badPromptDesc	Invalid <i>promptRefDesc</i> value
	\$1704	badReplyNameDesc	Invalid reply record <i>nameRefDesc</i> value
	\$1705	badReplyPathDesc	Invalid reply record <i>pathRefDesc</i> value
	GS/OS errors		Returned unchanged

- ◆ *Note:* The GS/OS `bufferTooSmall` error can occur if the output strings you supply in the reply record are too small to receive the resulting filename string. In this case, the buffer will contain as many name characters as would fit, and the length word will contain the name length the Standard File Operations Tool Set tried to return.

**C**                    `extern pascal void SFPGetFile2(whereX, whereY,  
                                 itemDrawPtr, promptRefDesc, promptRef,  
                                 filterProcPtr, typelistPtr, dlgTempPtr,  
                                 dialogHookPtr, replyPtr);`

                     Pointer    `itemDrawPtr, filterProcPtr, typelistPtr,  
                                 dlgTempPtr, dialogHookPtr, replyPtr;`

                     Word        `whereX, whereY, promptRefDesc;`

                     Long        `promptRef;`

*itemDrawPtr*        Pointer to a custom item-drawing routine, as described in “Custom item drawing routines” earlier in this chapter.

*promptRefDesc*      Defines the type of reference in *promptRef*:

                     \$0000        Reference in *promptRef* is a pointer to a Pascal string.

                     \$0001        Reference in *promptRef* is a handle to a Pascal string.

                     \$0002        Reference in *promptRef* is the resource ID to a Pascal string

*filterProcPtr*      Pointer to a new-style filter procedure, as described in “New filter procedure entry interface” earlier in this chapter.

*dlgTempPtr, dialogHookPtr*

                     For more information about these fields, see the discussion of the `SFPutFile` call in Chapter 22, “Standard File Operations Tool Set,” in Volume 2 of the *Toolbox Reference*.

---

**SFPMultiGet2 \$1517**

Displays a custom Open Multifile dialog box and returns information about the file or files selected by the user. The call returns file selection information in a multifile reply record. Note that folders may be included in the list of returned files; your program should check the file type field before using any returned filenames.

**Parameters**

Stack before call

<i>Previous contents</i>	
<i>whereX</i>	Word—x coordinate of upper left corner of dialog box
<i>whereY</i>	Word—y coordinate of upper left corner of dialog box
– <i>itemDrawPtr</i> –	Long—Pointer to item draw routine; NIL for none
<i>promptRefDesc</i>	Word—Defines type of reference in <i>promptRef</i>
– <i>promptRef</i> –	Long—Reference to Pascal string for file prompt
– <i>filterProcPtr</i> –	Long—Pointer to filter procedure; NIL for none
– <i>typelistPtr</i> –	Long—Pointer to type list record; NIL for none
– <i>dlgTempPtr</i> –	Long—Pointer to dialog template
– <i>dialogHookPtr</i> –	Long—Pointer to routine to handle item hits
– <i>replyPtr</i> –	Long—Pointer to multifile reply record
	<—SP

Stack after call

<i>Previous contents</i>
<—SP

**Errors**                      \$1701      badPromptDesc                      Invalid *promptRefDesc* value



---

**SFPPutFile2 \$1117**

Displays a custom Save File dialog box and returns information about the file specification entered by the user. This call performs the same function as `SFPPutFile`, but uses Class 1 GS/OS calls, allowing the user to specify a full filename. In addition, this call does not support the *maxLen* parameter provided in `SFPPutFile`. This parameter allowed the calling program to limit the filename length.

**Parameters**

Stack before call

<i>Previous contents</i>	
<i>whereX</i>	Word—x coordinate of upper left corner of dialog box
<i>whereY</i>	Word—y coordinate of upper left corner of dialog box
– <i>itemDrawPtr</i> –	Long—Pointer to item draw routine; NIL for none
<i>promptRefDesc</i>	Word—Defines type of reference in <i>promptRef</i>
– <i>promptRef</i> –	Long—Reference to Pascal string for file prompt
<i>origNameRefDesc</i>	Word—Defines type of reference in <i>origNameRef</i>
– <i>origNameRef</i> –	Long—Reference to GS/OS Class 1 Input String with default name
– <i>dlgTempPtr</i> –	Long—Pointer to dialog template
– <i>dialogHookPtr</i> –	Long—Pointer to routine to handle item hits
– <i>replyPtr</i> –	Long—Pointer to new-style reply record
	<—SP

Stack after call

<i>Previous contents</i>
<—SP

<b>Errors</b>	\$1701	badPromptDesc	Invalid <i>promptRefDesc</i> value
	\$1702	badOrigNameDesc	Invalid <i>origNameDesc</i> value
	\$1704	badReplyNameDesc	Invalid reply record nameRefDesc value
	\$1705	badReplyPathDesc	Invalid reply record pathRefDesc value
	GS/OS errors		Returned unchanged

- ◆ *Note:* The GS/OS `bufferTooSmall` error can occur if the output strings you supply in the Reply record are too small to receive the resulting filename string. In this case, the buffer will contain as many name characters as would fit, and the length word will contain the name length the Standard File Operations Tool Set tried to return.

<b>C</b>	extern pascal void SFPPutFile2(whereX, whereY, itemDrawPtr, promptRefDesc, promptRef, origNameRefDesc, origNameRef, dlgTempPtr, dialogHookPtr, replyPtr);	
	Pointer	itemDrawPtr, dlgTempPtr, dialogHookPtr, replyPtr;
	Word	whereX, whereY, promptRefDesc, origNameRefDesc;
	Long	promptRef, origNameRef;
<i>itemDrawPtr</i>	Pointer to a custom item-drawing routine, as described in "Custom item drawing routines".	
<i>promptRefDesc</i>	Defines the type of reference in <i>promptRef</i> :	
	\$0000	Reference in <i>promptRef</i> is a pointer to a Pascal string.
	\$0001	Reference in <i>promptRef</i> is a handle of a Pascal string.
	\$0002	Reference in <i>promptRef</i> is the resource ID of a Pascal string
<i>origNameRefDesc</i>	Defines the type of reference in <i>origNameRef</i> :	
	\$0000	Reference in <i>origNameRef</i> is a pointer to a GS/OS Class 1 Input string.
	\$0001	Reference in <i>origNameRef</i> is a handle to a GS/OS Class 1 Input string.
	\$0002	Reference in <i>origNameRef</i> is the resource ID to a GS/OS Class 1 Input string



*origNameRef*      Reference to a GS/OS Class 1 Input string. On input to `SFPPutFile2`, this string contains the default filename for the Put operation. On output, this string contains the string confirmed by the user, which may not be the same as the default value.

*dlgTempPtr, dialogHookPtr*  
For more information about these fields, see the discussion of the `SFPutFile` call in Chapter 22, "Standard File Operations Tool Set," in Volume 2 of the *Toolbox Reference*.

**SFPutFile2 \$0F17**

Displays the standard Save File dialog box and returns the file specification entered by the user. This call performs the same function as `SFPutFile`, but uses Class 1 GS/OS calls, allowing the user to specify a full filename. In addition, this call does not support the *maxLen* parameter provided in `SFPutFile`. This parameter allowed the calling program to limit the filename length.

**Parameters**

Stack before call

Previous contents		
	<i>whereX</i>	Word—x coordinate of upper left corner of dialog box
	<i>whereY</i>	Word—y coordinate of upper left corner of dialog box
	<i>promptRefDesc</i>	Word—Defines type of reference in <i>promptRef</i>
–	<i>promptRef</i> –	Long—Reference to Pascal string for file prompt
	<i>origNameRefDesc</i>	Word—Defines type of reference in <i>origNameRef</i>
–	<i>origNameRef</i> –	Long—Reference to GS/OS Class 1 Input String with default name
–	<i>replyPtr</i> –	Long—Pointer to a new-style reply record
		<—SP

Stack after call

Previous contents	
	<—SP

<b>Errors</b>	\$1701	badPromptDesc	Invalid <i>promptRefDesc</i> value
	\$1702	badOrigNameDesc	Invalid <i>origNameDesc</i> value
	\$1704	badReplyNameDesc	Invalid reply record nameRefDesc value
	\$1705	badReplyPathDesc	Invalid reply record pathRefDesc value
		GS/OS errors	Returned unchanged

- ◆ *Note:* The GS/OS `bufferTooSmall` error can occur if the output strings you supply in the Reply record are too small to receive the resulting filename string. In this case, the buffer will contain as many name characters as would fit, and the length word will contain the name length the Standard File Operations Tool Set tried to return.

```
C          extern pascal void SFPutFile2(whereX, whereY,
                                     promptRefDesc, promptRef, origNameRefDesc,
                                     origNameRef, replyPtr);
```

```
          Pointer  replyPtr;
          Word     whereX, whereY, promptRefDesc,
          origNameRefDesc;
          Long     promptRef, origNameRef;
```

*promptRefDesc* Defines the type of reference in *promptRef*:

\$0000	Reference in <i>promptRef</i> is a pointer to a Pascal string.
\$0001	Reference in <i>promptRef</i> is a handle of a Pascal string.
\$0002	Reference in <i>promptRef</i> is the resource ID of a Pascal string

*origNameRefDesc* Defines the type of reference in *origNameRef*:

\$0000	Reference in <i>origNameRef</i> is a pointer to a GS/OS Class 1 Input string.
\$0001	Reference in <i>origNameRef</i> is a handle of a GS/OS Class 1 Input string.
\$0002	Reference in <i>origNameRef</i> is the resource ID of a GS/OS Class 1 Input string

*origNameRef* Reference to a GS/OS Class 1 Input string. On input to `SFPutFile2`, this string contains the default filename for the Put operation. On output, this string contains the string confirmed by the user, which may not be the same as the default value.

---

**SFReScan \$1317**

Forces the system to re-build and re-display the current list of files. Your program may specify a new file type list or filter procedure.

Make this call only while `SFPGetFile`, `SFPGetFile2`, or `SFPMultiGet2` are running, and only from within a dialog hook routine (for information on dialog hook routines, see the description of `SFPGetFile` in Chapter 22, "Standard File Operations Tool Set," in Volume 2 of the *Toolbox Reference*).

**Parameters**

Stack before call

Previous contents	
- filterProcPtr -	Long—Pointer to filter procedure; NIL for no change
- typelistPtr -	Long—Pointer to type list record; NIL for no change
	<—SP

Stack after call

Previous contents	
	<—SP

<b>Errors</b>	\$1706	badCall	Neither <code>SFPGetFile</code> , <code>SFPGetFile2</code> , nor <code>SFPMultiGet2</code> is active
---------------	--------	---------	--

```

C      extern pascal void SFReScan(filterProcPtr,
                                typelistPtr);

      Pointer  filterProcPtr, typelistPtr;
```

---

**SFShowInvisible \$1217**

Controls display of invisible files. When the Standard File Operations Tool Set initializes itself, invisible files are not displayed and are not passed to filter procedures.

**Parameters**

Stack before call

<i>Previous contents</i>
<i>Space</i>
<i>invisibleState</i>

Word—Space for result

Word—Flag: 1 - display invisible files; 0 - no display (default)

<—SP

Stack after call

<i>Previous contents</i>
<i>oldState</i>

Word—Previous setting of invisible flag

<—SP

**Errors**                None

```
C                extern pascal word SFShowInvisible(invisibleState);

                 word        invisibleState;
```

---

## Standard File error codes

This section lists all valid Standard File error codes.

Value	Name	Definition
\$1701	badPromptDesc	Invalid <i>promptRefDesc</i> value
\$1702	badOrigNameDesc	Invalid <i>origNameDesc</i> value
\$1704	badReplyNameDesc	Invalid reply record <i>nameRefDesc</i> value
\$1705	badReplyPathDesc	Invalid reply record <i>pathRefDesc</i> value
\$1706	badCall	Neither SFPGetFile, SFPGetFile2, nor SFPMultiGet2 is active



## Chapter 49 **TextEdit Tool Set**

This chapter documents the features of the new TextEdit tool set. This is a new tool set, not previously documented in the *Apple IIGS Toolbox Reference*.



---

## About the TextEdit Tool Set

The TextEdit Tool Set provides basic text editing capabilities for any application. You can use TextEdit to support anything from a simple text-based dialog box to a complete text editor. While it has been loosely based on the Macintosh tool, TextEdit for the Apple IIGS includes many enhancements that expand both the flexibility and functionality of the tool set.

TextEdit for the Apple IIGS supports a number of capabilities and features, including:

- Text insertion, deletion, selection, copying, cutting and pasting, using standard keyboard and mouse interfaces
- Editing very large documents, up to the limit of system memory
- Word wrap, which avoids splitting words at the right text edge
- Optional support for intelligent cut and paste, which eliminates the need for the user to add or remove extra spaces after pasting word-based selections
- Style variations in the text, affecting text font, style, size or color
- Formatting for margins, indentation, justification, and tabs
- Left-justified tabs, either evenly spaced or at specified locations
- Vertical scrolling of text that extends beyond the current display window
- Vertical scroll bar

The following several paragraphs discuss general TextEdit concepts, and present more detail on some TextEdit features.

TextEdit provides your program with the facilities to create, display, and manage one or more windows of editable text. These windows can be controls (such as the text in a dialog box or the text window for an editor) or independently managed by your application. The Control Manager and the Window Manager help your program manage TextEdit controls; your program is solely responsible for TextEdit windows that are not controls. All TextEdit windows, whether or not they are controls, are called **records** or **TextEdit records**.

Since there can be many TextEdit records displayed at the same time, TextEdit provides a mechanism for distinguishing between them that is based upon the mechanism used by the Control Manager to move among controls on the screen. The current or active TextEdit record is referred to as the **target** record. That record receives all user keystrokes and mouse commands. The user can switch between TextEdit records by pressing the Tab key (if your program has enabled that option) or by clicking in the appropriate record.

TextEdit maintains a number of data structures for each record. The `TERecord` is the main structure for a TextEdit record. All control information needed for the record is either stored in, or is accessible through, the `TERecord`. In general, your program need not access or modify the `TERecord` unless you want to use some of TextEdit's internal features. Your program creates a TextEdit record, and its `TERecord`, by formatting a `TEParamBlock` and passing that structure to the `TENew` tool call. The `TERecord` is an extension of the generic control record defined by the Control Manager.

For each TextEdit record, your program can instruct TextEdit to use intelligent (or smart) cut and paste. The goal of intelligent cut and paste is to eliminate the need for the user to insert spaces to fix a paste. With intelligent cut and paste enabled, TextEdit will make the following adjustments to the current selection:

- When text is cut, remove all leading spaces; if there are no leading spaces, remove all trailing spaces
- When text is pasted, if the current selection is adjacent to a nonspace character, TextEdit first inserts a space, then the text

By making these adjustments, intelligent cut and paste allows the user to select a word (by double-clicking the mouse, for instance), and cut and paste that selected text without adding or removing any space characters. Your program specifies intelligent cut and paste by setting a bit flag in the `textFlags` field of the `TEParamBlock` used to create the record.

TextEdit supports four types of text justification: left, center, right, and full. Left-justified text lies flush with the left margin, with ragged right edges. Right-justified text is flush with the right margin, with ragged left edges. Each line of centered text is centered between the left and right margins. Fully justified text is blocked flush with both left and right margins; TextEdit pads spaces with extra pixels to fully justify the text. Your program specifies the type of justification for a TextEdit record as part of the initial style information in the `TEParamBlock` for the record. Your program can change the text justification for a record with the `TESetRuler` tool call.

TextEdit supports tabs in two ways. Regular tabs are spaced evenly in the text, at consistent pixel intervals. Absolute tabs reside at specified pixel locations and can be spaced irregularly in the text. All TextEdit tabs are left justified. Your program specifies whether a TextEdit records supports tabs and, if so, the type and spacing for those tabs in the `TEParamBlock` for the record. Your program can change the tabs for a record with the `TESetRuler` tool call.

---

## TextEdit call summary

The following table summarizes the capabilities of the TextEdit Tool Set in a grouped listing of its tool calls. Later sections of this chapter discuss TextEdit, and its capabilities and data structures in greater detail, and define the precise syntax for the TextEdit tool calls.

Routine	Description
<b>Housekeeping routines</b>	
TEBootInit	Initializes TextEdit; called only by the Tool Locator
TEStartup	Allocates TextEdit facilities for an application—must precede any other TextEdit tool calls
TEShutdown	Frees TextEdit facilities used by an application—TextEdit applications must issue this call before quitting
TEVersion	Returns TextEdit version number
TEReset	Resets TextEdit; called only when the system is reset
TEStatus	Returns status information about TextEdit
<b>Record and text management</b>	
TENew	Allocates a new TextEdit record
TEKill	Disposes of an old TextEdit record
TESetText	Sets the text for an existing TextEdit record
TEGetText	Returns the text from an existing TextEdit record
TEGetTextInfo	Returns information about the text in a TextEdit record
<b>Insertion point and selection range</b>	
TEIdle	Provides processor time to TextEdit so that it can blink the cursor and perform background tasks
TEActivate	Activates the current selection
TEDeactivate	Deactivates the current selection
TEClick	Activates a specified TextEdit record, and selects text within that record
TEUpdate	Redraws a TextEdit record

**Editing**

TEKey	Inserts a character into the target TextEdit record
TECut	Cuts the current selection and places it into the desk scrap
TECopy	Copies the current selection into the desk scrap
TEPaste	Pastes the contents of the desk scrap into the text, replacing the current selection
TEClear	Clears the current selection
TEInsert	Inserts the specified text before the current selection
TEReplace	Replaces the current selection with the specified text
TEGetSelection	Returns the starting and ending character offsets for the current selection
TESetSelection	Sets the current selection to the specified starting and ending character offsets

**Text display and scrolling**

TEGetSelectionStyle	Returns style information for the current selection
TEStyleChange	Changes the style of the current selection
TEGetRuler	Returns format information for a TextEdit record
TESetRuler	Sets format information for a TextEdit record
TEScroll	Scrolls to a specified line, text offset, or pixel position
TEOffsetToPoint	Converts a text offset into a point (in local coordinates)
TEPointToOffset	Converts a point (in local coordinates) into a text offset
TEPaintText	Paints TextEdit text into an off-screen port—used for printing

**Miscellaneous Routines**

TEGetDefProc	Returns a pointer to the TextEdit custom control definition procedure
TEGetInternalProc	Returns a pointer to the TextEdit low-level routine dispatcher
TEGetLastError	Returns the last error code generated for a TextEdit record
TECompactRecord	Compresses the data structures associated with a TextEdit record

---

## How to use TextEdit

You may choose between several techniques for creating and controlling TextEdit records

- Create a TextEdit control with the `NewControl2` Control Manager tool call, and allow TaskMaster to manage the control for you
- Create a TextEdit control with the `NewControl2` tool call and manage the control yourself
- Create a TextEdit record that is not a control with the `TENew` TextEdit tool call and manage it yourself

The remainder of this section discusses each of these techniques in more detail.

The simplest technique is to create a TextEdit control, using either the `TENew` TextEdit tool call or the `NewControl2` Control Manager call, and use TaskMaster to manage the record (see Chapter 25, "Window Manager," in the *Toolbox Reference* for more information on TaskMaster). TaskMaster handles all TextEdit events and user interaction for single-style records. The following pseudo code describes the basic program logic for this technique.

```
Initialize all the tools including TextEdit.
Create a new window.
Call TENew. This allocates a new TextEdit record.
while( quitFlag != TRUE )
{
    Call TaskMaster. This handles all the events; it inserts all the
        keys that the user types, handles all the mouse activity and
        takes care of blinking the cursor. It even calls TECut,
        TECopy, TEPaste, and TEClear for the TextEdit record.
    if( the user selects the save item )
    {
        Call TEGetText. This extracts the text and style information
            that the user has typed.
    }
}
Dispose of the window. This deallocates the TextEdit record and all
    other controls in the window.
Shutdown all the tools and exit.
```

Your application does not need to do anything if the user presses a key, clicks the mouse button, or selects a menu item. TaskMaster and the TextEdit control definition procedure handle all these standard events. The Window Manager will dispose of the TextEdit control when your application closes its window.

However, your program does give up some flexibility in exchange for the simplicity of this approach. In order to exert somewhat more control over the `TextEdit` record, you may choose to create a `TextEdit` control and manage that control in your program, rather than with `TaskMaster`. Your program would then issue the `GetNextEvent` Window Manager call to trap user actions, and then process those actions accordingly. The following pseudo code shows sample logic for this approach.

```
Initialize all the tools including TextEdit.
Create a new window.
Call TENew. This allocates a new TextEdit record.
while( quitFlag != TRUE )
{
    Call TEIdle. This blinks the cursor and performs background
        tasks.
    Call GetNextEvent.
    switch theEvent.what
    {
    case updateEvent:
        Call DrawControls. This draws the TextEdit control
            (and all others in the window)
    case mouseDownEvent:
        Call FindWindow. This determines where in the
            desktop the mouse was clicked.
        if( FindWindow returned inMenu )
        {
            call MenuSelect. This tracks the menu and
                returns which item the user clicked in.
            switch theMenuItem
            {
            case CutItem:
                Call TECut. This tells TextEdit to cut
                    the current selection into the desk
                    scrap.
            case CopyItem:
                Call TECopy. This tells TextEdit to copy
                    the current selection into the desk
                    scrap.
            case PasteItem:
                Call TEPaste. This tells TextEdit to
                    replace the current selection with the
                    desk scrap.
            }
        }
    }
}
```

```
        case ClearItem:
            Call TEClear. This tells TextEdit to
                clear the current selection.
        case SaveItem:
            Call TEGetText. This extracts the text
                and style information that the user
                has typed.
        case QuitItem:
            Set the quitFlag to TRUE.
        }
    }
    else if( FindWindow returned inContent )
    {
        Call FindControl. This returns which control
            was clicked in.
        if( FindControl returned the TextEdit control )
        {
            call TEClick. This tracks the mouse
                within the TextEdit record; it does
                all the selecting and all the
                scrolling.
        }
    }
    else
    {
        ...
    }
    case keyDownEvent, autoKeyEvent:
        Call TEKey. This inserts the key that the user typed
            into the TextEdit record. It also performs
            editing operations if the key is a "control key"
            (like DELETE, CTRL-Y, arrow keys, etc).
    }
}

Dispose of the window. This deallocates the TextEdit record and all
other controls in the window.
Shutdown all the tools and exit.
```

Finally, you may choose to create `TextEdit` records that are not controls. In this case, your program must not only provide complete functional support for the record, as shown in the non-`TaskMaster` pseudo code, but also manage the `TextEdit` window itself. You must use the `TENew` call to create `TextEdit` records that are not controls. These `TextEdit` records are not inserted into the control list, so your program may not issue `Control Manager` calls to manipulate or control them. Similarly, your program may not use `Window Manager` calls on them. The following pseudo code presents sample logic for this approach.

```
Initialize all the tools including TextEdit.
Create a new window.
Call TENew. This allocates a new TextEdit record.
while( quitFlag != TRUE )
{
    Call TEIdle. This blinks the cursor and performs background
        tasks.
    Call GetNextEvent.
    switch theEvent.what
    {
    case updateEvent:
        Call TEUpdate. This draws the TextEdit record.
    case mouseDownEvent:
        Call FindWindow. This determines where in the desktop the
            mouse was clicked.
        if( FindWindow returned inMenu )
        {
            call MenuSelect. This tracks the menu and returns
                which item the user clicked in.
            switch theMenuItem
            {
            case CutItem:
                Call TECut. This tells TextEdit to cut the
                    current selection into the desk scrap.
            case CopyItem:
                Call TECopy. This tells TextEdit to copy the
                    current selection into the desk scrap.
            case PasteItem:
                Call TEPaste. This tells TextEdit to replace
                    the current selection with the desk scrap.
            case ClearItem:
                Call TEClear. This tells TextEdit to clear the
                    current selection.
```



```

        case SaveItem:
            Call TEGetText. This extracts the text and
                style information that the user has typed.
        case QuitItem:
            Set the quitFlag to TRUE.
        }
    }
    else if( FindWindow returned inContent )
    {
        Figure out whether the click occurred in the TextEdit
            record.
        if( the click occurred in the TextEdit record )
        {
            call TEClick. This tracks the mouse within the
                TextEdit record; it does all the selecting
                and all the scrolling.
        }
    }
    else
    {
        ...
    }
    case keyDownEvent, autoKeyEvent:
        Call TEKey. This inserts the key that the user typed into
            the TextEdit record. It also performs editing
            operations if the key is a "control key" (like DELETE,
            CTRL-Y, arrow keys, etc).
    }
}
Dispose of the window. This deallocates the TextEdit record and all
other controls in the window.
Shutdown all the tools and exit.

```

With this technique, your program has much more responsibility. First, your program must issue the TEUpdate call for each record that must be redrawn, rather than relying on the Control Manager DrawControls tool call. In addition, your program must use the TEActivate and TEDeactivate tool calls whenever the user switches between TextEdit records. Finally, for each mouse-down event, your program must determine in which TextEdit record the user clicked—FindControl will not work with TextEdit records that are not controls.

- ▲ **Warning** If you have defined TextEdit records that are controls in a window, you must not also try to define non-control TextEdit records in the same window. ▲

All TextEdit tool calls require you to specify a handle to the appropriate `TERecord`, so that TextEdit knows which record to address. For TextEdit records that are controls, your program may specify a NULL value for the `TERecord` handle. TextEdit will then access the currently active TextEdit control (the target TextEdit record).

- ▲ **Warning** Never pass a NULL `TERecord` handle to access TextEdit records that are not controls. ▲

Note that TextEdit routines always use the same `TERecord` layout, whether or not the TextEdit record is a control. However, if the TextEdit record is not a control, your program cannot issue Control Manager tool calls for it.

---

## Standard TextEdit key sequences

TextEdit provides a keyboard and mouse interface that supports a number of editing keys. The following table summarizes the effect of control keystrokes and mouse clicks:

Key	Alias	Description
Left Arrow	Control-h	Moves the insertion point to the previous character in the text Command key causes movement by word rather than by character Option key moves the insertion point to the beginning of the previous line in the text Shift key extends the selection from the current insertion point back by a character, word (if the Command key is also held down), or line (if the Option key is also held down)

Right Arrow	Control-u	<p>Moves the insertion point to the next character in the text</p> <p>Command key causes movement by word rather than by character</p> <p>Option key moves the insertion point to the end of the current line in the text</p> <p>Shift key extends the selection from the current insertion point forward by a character, word (if the Command key is also held down), or line (if the Option key is also held down)</p>
Up Arrow	Control-k	<p>Moves the insertion point up one line</p> <p>Command key moves the insertion point to the beginning of the current page</p> <p>Option key moves the insertion point to the beginning of the document</p> <p>Shift key extends the selection from the current insertion point up by a line or page (if the Command key is also held down), or to the beginning of the document (if the Option key is also held down)</p>
Down Arrow	Control-j	<p>Moves the insertion point down one line</p> <p>Command key moves the insertion point to the current column position on the last line of the page</p> <p>Option key moves the insertion point to the end of the document</p> <p>Shift key extends the selection from the current insertion point down by a line or page (if the Command key is also held down), or to the end of the document (if the Option key is also held down)</p>
Delete	Control-d	<p>If there is no current selection, removes the character to the left of the insertion point; if there is a selection, removes the selected text</p>
Clear		<p>Clears the current selection (does nothing if there is no selection)</p>
Control-f		<p>If there is no current selection, removes the character to the right of the insertion point; if there is a selection, removes the selected text</p>
Control-y		<p>Removes all characters from the insertion point to the end of the line, not including any terminating ASCII return characters (\$0D)</p>

Control-x	Cuts the current selection into the Clipboard (same as the <code>TECut</code> tool call)
Control-c	Copies the current selection into the Clipboard (same as the <code>TECopy</code> tool call)
Control-v	Pastes the contents of the clipboard at the current insertion point, or in place of any selected text (same as the <code>TEPaste</code> tool call)
Click	Moves the insertion point—dragging selects by character
Double-click	Selects a word—dragging extends the selection by words
Triple-click	Selects a line—dragging extends the selection by lines

---

## Internal structure of the TextEdit Tool Set

This section discusses several topics relating to the internal structure and function of the TextEdit Tool Set. This information will not be relevant to most application programmers, but does provide insight into how TextEdit operates, and how to tailor TextEdit for special applications.

---

### TextEdit controls and the Control Manager

As has been discussed, TextEdit records may or may not be controls. Your program creates TextEdit controls by issuing the `NewControl2` Control Manager tool call. The Control Manager handles nearly all the support calls needed to maintain the TextEdit record. However, you may choose to use certain Control Manager tool calls with the TextEdit control. The following tables list which Control Manager calls may or may not be used with TextEdit controls. In this context, the TextEdit control is taken to include the actual TextEdit record and its associated scroll bars and size box.

The following Control Manager calls may be used with TextEdit controls:

Call	Description
<code>DisposeControl</code>	Disposes of the TextEdit control—analogueous to <code>TEKill</code> TextEdit tool call
<code>KillControls</code>	Disposes of all controls, including the TextEdit controls—analogueous to <code>TEKill</code> tool calls for each control
<code>HideControl</code>	Hides the TextEdit control—note that this call does not affect the status of the control with respect to user keystrokes; if you hide the target control, it is still the target control, although no user keystrokes will be displayed
<code>EraseControl</code>	Erases the TextEdit control—similar to <code>HideControl</code> , except that <code>EraseControl</code> does not invalidate the boundary rectangle for the control
<code>ShowControl</code>	Reshows the TextEdit control, reversing the effect of <code>HideControl</code> or <code>EraseControl</code>
<code>DrawControls</code>	Draws all controls in the window
<code>DrawOneCtl</code>	Draws the specified TextEdit control

<code>HighlightControl</code>	Activates or deactivates the <code>TextEdit</code> control—note that only <i>hiliteState</i> values of 0 and 255 are valid
<code>FindControl</code>	Returns point location control identification information—returns <i>partCode</i> of 130 if point is in text, 131 if point is in vertical scroll bar, and 132 if point is in size box
<code>TestControl</code>	Returns the same point location information as <code>FindControl</code> , without any control identification
<code>TrackControl</code>	Selects text— <i>actionProcPtr</i> must be set to a negative value (forces the Control Manager to use <code>TextEdit</code> 's built-in action procedure)
<code>MoveControl</code>	Moves the <code>TextEdit</code> control
<code>DragControl</code>	Allows the user to reposition the <code>TextEdit</code> control
<code>SetCtlRefCon</code>	Sets the <i>refCon</i> field
<code>GetCtlRefCon</code>	Returns the contents of the <i>refCon</i> field

Your program must not issue the following Control Manager tool calls with a `TextEdit` control:

- `GetCtlTitle`
- `GetCtlValue`
- `GetCtlAction`
- `GetCtlParams`
- `SetCtlTitle`
- `SetCtlValue`
- `SetCtlAction`
- `SetCtlParams`

---

## TextEdit filter procedures and hook routines

`TextEdit` provides you with several mechanisms to tailor the operation of the tool set to the particular needs of your application. Filter procedures give you a chance to affect the behavior of the tool set by modifying screen display activity or user keystrokes. Hook routines allow you to replace standard `TextEdit` code for such functions as word wrap or word break. The following several sections discuss each of the various filter procedures and hook routines in more detail.

---

## Generic filter procedure

TextEdit provides a facility whereby your application can supply special logic to replace some of the standard TextEdit routines. The program code that uses this facility is called a generic filter procedure. The generic filter procedure is, in turn, made up of several routines that address particular TextEdit processing requirements. At present, there are three functions that generic filter routines can provide:

- Erasing rectangles in the display port
- Erasing rectangles in the off-screen TextEdit buffer
- Updating the TextEdit record screen display

The `TERecord.filterProc` field contains a pointer to the generic filter procedure. If this field has a non-NULL value, TextEdit will call the filter procedure to perform the activities just mentioned. You set this pointer by specifying the appropriate value in the `filterProcPtr` field of the `TEParamBlock` passed to `TENew` (or `NewControl2`) when you create the TextEdit record. TextEdit then loads the `filterProc` field of the `TERecord` from this value.

The routines in the filter procedure must adhere to the following rules:

- The routine must preserve the direct page and data bank registers, and must return in full native mode.
- All entry and exit parameter and status fields must be passed through the appropriate `TERecord`.
- Filter routines must not issue TextEdit tool calls, move memory, or cause memory to be moved.
- Any application-specific routine messages must have message numbers greater than \$8000—TextEdit reserves all message number values in the range from \$0000 through \$7FFF.

TextEdit invokes the generic filter procedure in full native mode by executing a `JSL`. On entry to the filter procedure, the stack is formatted as follows:

<i>Previous contents</i>			
	<i>Space</i>		Word—Space for result
—	<i>teHandle</i>	—	Long—Handle to the appropriate <code>TERecord</code>
	<i>message</i>		Word—Message number indicating action to take
—	<i>RTL</i>	—	Three bytes—Return address
			<—SP

On exit, the filter procedure must format the stack as follows:

<i>Previous contents</i>	
<i>Result</i>	Word—Result code
	←SP

**result** Indicates whether the filter procedure handled the message. If the field is set to \$0000, then TextEdit will perform its standard processing. If the field is nonzero, then the filter procedure handled the message, and TextEdit does not perform its standard processing.

The following sections discuss each defined filter procedure message, defining the actions the filter procedure is to take and the affected TEREcord fields.

#### **doEraseRect (\$0001)**

The filter procedure is to erase a rectangle in the display port for the current TextEdit record. TextEdit has already set up the port for the filter routine.

TextEdit provides this routine to support applications that maintain overlaying objects on the display. Under such circumstances, the application must decide what object to make visible after the user has caused a currently visible object to be deleted.

#### **Input:**

TERecord field	Contents
theFilterRect	Specifies the rectangle to erase, expressed in local coordinates for the port

#### **Output:**

None



**doEraseBuffer (\$0002)**

The filter procedure is to move a rectangle from TextEdit's offscreen buffer to the display port. The `TERecord` contains information defining the source and destination data locations. TextEdit has already set up the port for the filter routine.

This routine is used in much the same way as `doEraseRect`, except that it operates off-screen, rather than on-screen.

**Input:**

<b>TERecord field</b>	<b>Contents</b>
<code>theFilterRect</code>	Specifies the rectangle to erase, expressed in local coordinates for the offscreen buffer port
<code>theBufferVPos</code>	Vertical position corresponding to the top of the destination buffer in the display port, expressed in local coordinates for the port
<code>theBufferHPos</code>	Horizontal position corresponding to the left edge of the destination buffer in the display port, expressed in local coordinates for the port

**Output:**

None

**doRectChanged (\$0003)**

The filter procedure is to handle a change to the display window for the TextEdit record. Note that TextEdit has not set up the port; the filter procedure must obtain the port from the `inPort` field of the `TERecord`, and set up the display port.

With this routine your application can maintain an off-screen copy of its TextEdit display. Whenever TextEdit updates the screen, it issues this message to the generic filter procedure, which can update the saved screen copy.

**Input:**

<b>TERecord field</b>	<b>Contents</b>
<code>theFilterRect</code>	Specifies the rectangle that changed, expressed in local coordinates for the port

**Output:**

None

---

## Keystroke filter procedure

TextEdit also provides a mechanism for applications to supply custom keystroke processing for a TextEdit record. TextEdit's internal keystroke routine supports the standard keyboard interface described in "Standard TextEdit key sequences" in this chapter. Custom keystroke processing may support different keyboard mappings or macro facilities.

The `keyFilter` field of a `TERecord` can contain a pointer to a keystroke filter procedure. If `keyFilter` is `NULL`, TextEdit uses its standard keystroke routine. If `keyFilter` is non-`NULL`, TextEdit calls the routine pointed to by `keyFilter` to process all user keyboard input.

Keystroke filter procedures must follow many of the same rules established for generic filter procedures:

- The procedure must preserve the direct-page and data bank registers, and must return in full native mode.
- Keystroke filter procedures must not issue TextEdit tool calls.

TextEdit invokes the keystroke filter procedure in full native mode by executing a `JSI`. Fields in the `KeyRecord` `TERecord` sub-structure contain information defining the data to be processed:

KeyRecord field	Contents
<code>theChar</code>	This field contains the keystroke to process.
<code>theModifiers</code>	This field contains flags indicating the state of the modifier keys at the time the key was pressed; the keystroke is contained in <code>theChar</code> and <code>theInputHandle</code> .
<code>theInputHandle</code>	Handle to a copy of <code>theChar</code> .

TextEdit loads additional control information onto the stack. On entry to the filter procedure, the stack is formatted as follows:

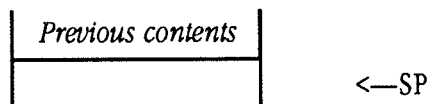
<i>Previous contents</i>	
- <i>teHandle</i> -	Long—Handle to the appropriate <code>TERecord</code>
<i>type</i>	Word—Type of data to be processed
- <i>RTL</i> -	Three bytes—Return address
	<—SP

*type* Indicates the type of data to be processed:

\$0001	KeyRecord <code>theChar</code> field contains the single character to be processed
\$0002	Reserved

The keystroke filter procedure is now free to perform whatever processing is appropriate. For example, it may change the input keystroke value in order to support a different mapping of the standard TextEdit keyboard functions. Or, the routine may expand the keystroke in `theChar` into a block of text to be inserted at the current location. The routine then formats the appropriate return data into the KeyRecord fields and returns control to TextEdit by issuing an RTL instruction (after removing all input parameters from the stack).

On exit, the filter procedure must format the stack as follows:



The filter procedure indicates what action `TextEdit` is to take with the `theOpCode` field in the `KeyRecord`. This code in turn governs how `TextEdit` interprets the remainder of the returned `KeyRecord`. Valid `theOpCode` values are:

<code>theOpCode</code>	Value	<code>TextEdit</code> action
<code>opNormal</code>	\$0000	<code>TextEdit</code> performs its standard processing on the character stored in the location referred to by <code>theInputHandle</code>
<code>opNothing</code>	\$0002	<code>TextEdit</code> ignores the keystroke
<code>opReplaceText</code>	\$0004	<code>TextEdit</code> inserts the text referred to by <code>theInputHandle</code> in place of the current selection in the record; if there is no current selection, <code>TextEdit</code> inserts the text at the current insertion point—if <code>theInputHandle</code> has 0 size, <code>TextEdit</code> deletes the current selection and inserts nothing
<code>opMoveCursor</code>	\$0006	<code>TextEdit</code> moves the cursor to the location specified by <code>cursorOffset</code>
<code>opExtendCursor</code>	\$0008	<code>TextEdit</code> extends the current selection from its anchor point to the location specified by <code>cursorOffset</code>
<code>opCut</code>	\$000A	<code>TextEdit</code> moves the current selection and to the desk scrap
<code>opCopy</code>	\$000C	<code>TextEdit</code> copies the current selection to the desk scrap
<code>opPaste</code>	\$000E	<code>TextEdit</code> inserts the contents of the desk scrap in place of the current selection
<code>opClear</code>	\$0010	<code>TextEdit</code> clears the current selection

The following table summarizes the contents of the `KeyRecord` on return from the keystroke filter procedure:

<b>KeyRecord field</b>	<b>Contents</b>
<code>theChar</code>	Unchanged
<code>theModifiers</code>	Contains changed modifiers (only for <code>opNormal</code> )
<code>theInputHandle</code>	Handle to replacement text (only for <code>opNormal</code> and <code>opReplaceText</code> ), length of text indicated by size of handle;
<code>cursorOffset</code>	If <code>TextEdit</code> is to move the cursor ( <code>theOpCode</code> is set to either <code>opMoveCursor</code> or <code>opExtendCursor</code> ), this field contains the new cursor location; otherwise, <code>TextEdit</code> ignores this field.
<code>theOpCode</code>	Specifies next action for <code>TextEdit</code>

---

## Word wrap hook

Your program may supply its own routine to handle word wrap. This word wrap hook routine determines whether a character string typed by the user fits on the current line (does not wrap) or needs to begin a new line (does wrap). TextEdit then displays the character string on the appropriate line.

TextEdit determines whether to call a custom word wrap routine by examining the `wordWrapHook TRecord` field for the TextEdit record. If that field is NULL, TextEdit uses its standard word wrap routine. If that field is non-NULL, TextEdit calls the routine pointed to by that field whenever a word wrap decision is required. Your program sets this pointer by directly modifying the `wordWrapHook` field of the appropriate `TRecord`.

Word wrap hook routines must follow many of the rules established for generic filter procedures:

- The routine must preserve the direct-page and data bank registers, and must return in full native mode.
- Word wrap routines must not issue TextEdit tool calls, move memory, or cause memory to be moved.

TextEdit invokes the word wrap hook procedure in full native mode by executing a `JSL`. Entry parameters refer the procedure to the correct `TRecord` and character. On exit, the word wrap procedure returns a flag indicating whether the character caused a word wrap.

On entry to the procedure, the stack is formatted as follows:

<i>Previous contents</i>	
<i>Space</i>	Word—Space for result
– <i>teHandle</i> –	Long—Handle to the appropriate <code>TRecord</code>
<i>theChar</i>	Word—Character to check
– <i>RTL</i> –	Three bytes—Return address
	<—SP

On exit, the filter procedure must format the stack as follows:

<i>Previous contents</i>	
<i>wrapFlag</i>	Word—Flag indicating wrap status
	<—SP

<i>wrapFlag</i>	Indicates wrap status for the current character:
\$0000	Not a word wrap (TextEdit will leave the word on the current line)
\$FFFF	Word wrap (TextEdit will move the word to the next line)



---

## Word break hook

Your program may supply its own routine to determine word breaks when the user is selecting text by words (user has double-clicked on a word and is now extending that selection). This word break hook routine decides whether the cursor resides at a break between words. If so, TextEdit includes the next word in the current selection.

TextEdit determines whether to call a custom word wrap routine by examining the `wordBreakHook` `TERecord` field for the TextEdit record. If that field is NULL, TextEdit uses its standard word break routine. If that field is non-NULL, TextEdit calls the routine pointed to by that field whenever a word break decision is required. Your program sets this pointer by directly modifying the `wordBreakHook` field of the appropriate `TERecord`.

Word break hook routines must follow many of the rules established for generic filter procedures:

- The routine must preserve the direct-page and data bank registers, and must return in full native mode.
- Word break routines must not issue TextEdit tool calls, move memory, or cause memory to be moved.

TextEdit invokes the word break hook procedure in full native mode by executing a `JSL`. Entry parameters refer the procedure to the correct `TERecord` and character. On exit, the word break procedure returns a flag indicating whether the character constitutes a word break.

On entry to the procedure, the stack is formatted as follows:

<i>Previous contents</i>	
<i>Space</i>	Word—Space for result
– <i>teHandle</i> –	Long—Handle to the appropriate <code>TERecord</code>
<i>theChar</i>	Word—Character to check
– <i>RTL</i> –	Three bytes—Return address
	<—SP

On exit, the filter procedure must format the stack as follows:

<i>Previous contents</i>	
<i>breakFlag</i>	Word—Flag indicating break status
	<—SP

*breakFlag*

Indicates break status for the current character:

\$0000

Not a word break (TextEdit will not extend the selection)

\$FFFF

Word break (TextEdit will extend the selection to include next word)

---

## Custom scroll bars

Your program may specify a custom scroll bar for vertical scrolling of a `TextEdit` record. Use the `vertBar` field of the `TEParamBlock` record to specify a handle to the control record for the custom scroll bar. This scroll bar need not reside in the `TextEdit` record display port, but it must follow certain rules with respect to the format and content of its control record (see Chapter 28, "Control Manager Update," in this book and Chapter 4, "Control Manager," in the *Toolbox Reference* for details on scroll bar controls and control records):

- Fields corresponding to the `dataSize`, `viewSize`, and `ctlValue` fields of a standard scroll bar control record must be located at the same relative locations within the custom control record.
- `TextEdit` stores a handle to the appropriate `TERecord` in the `ctlRefCon` field of the scroll bar control record. Do not change the contents of this field. If you need to store additional information in the scroll bar control record, extend the record handle and format that data after the standard control record fields (be sure to extract the size of the returned handle, rather than relying on current record definitions for the size of the control record).
- `TextEdit` stores a pointer to its internal text scroll routine in the `ctlAction` field of the scroll bar control record when the `TextEdit` record is created (during execution of the `TENew` or `NewControl2` tool call). Your program may change the contents of this field, but should save the pointer, so that you can call the `TextEdit` text scroll routine when appropriate. For information on the interface to action routines, see "Track Control" in Chapter 4, "Control Manager," of the *Toolbox Reference*.

Refer to Chapter 4, "Control Manager," for background information on writing and invoking control definition procedures.

---

## TextEdit data structures

This section defines and discusses the various data structures used by the TextEdit Tool Set. The TextEdit data structures are divided into high-level data structures and low-level data structures. High-level TextEdit data structures are of interest to all application programmers who use TextEdit facilities. Low-level TextEdit data structures, on the other hand, are not relevant to most application programmers. However, if your program uses the low-level features of TextEdit, or must for some other reason directly access TextEdit data structures, you should familiarize yourself with the information in that section.

In most cases, it is not necessary for your program to directly modify fields in these structures. However, if your program manipulates TextEdit structures, note that many of these data structures refer to or depend upon one another. Whenever your application changes one of these structures, you must be careful to update other affected or dependent structures.

---

## High-level TextEdit structures

TextEdit uses a number of structures to store information about a TextEdit record and to pass that information to TextEdit tool calls. The following sections define the format and content of each of these structures, and describe how your program would use them.

### **TEColorTable**

Defines color attributes for a TextEdit record.

The `TEParamBlock` and `TERecord` contain references to color tables stored in `TEColorTable` format.

Note that all bits in TextEdit color words (such as `contentColor`) are significant. TextEdit generates QuickDraw II color patterns by replicating a color word the appropriate number of times for the current resolution (8 times for 640 mode, 16 times for 320 mode). See Chapter 16, "QuickDraw II," for more information on QuickDraw II patterns and dithered colors.

■ **Figure 49-1** TETColorTable layout

\$00	contentColor	Word
\$02	outlineColor	Word
\$04	highlightForeColor	Word
\$06	highlightBackColor	Word
\$08	vertColorDescriptor	Word
\$0A	vertColorRef	Long
\$0E	horzColorDescriptor	Word
\$10	horzColorRef	Long
\$14	growColorDescriptor	Word
\$16	growColorRef	Long

**contentColor** Defines the color for the entire boundary rectangle (in essence, defining the background color for the text window)

**outlineColor** Defines the color for box that surrounds the text in the display window.

**highlightForeColor**  
Defines the foreground color for highlighted text.

**highlightBackColor**  
Defines the background color for highlighted text.

**vertColorDescriptor**

Defines the type of reference stored in `vertColorRef`:

<code>refIsPointer</code>	\$0000	The <code>vertColorRef</code> field contains a pointer to the color table for the vertical scroll bar
<code>refIsHandle</code>	\$0004	The <code>vertColorRef</code> field contains a handle to the color table for the vertical scroll bar
<code>refIsResource</code>	\$0008	The <code>vertColorRef</code> field contains the resource ID for the color table for the vertical scroll bar

**vertColorRef**

Reference to the color table for the vertical scroll bar. The `vertColorDescriptor` field indicates the type of reference stored here. This field must refer to a scroll bar color table, as defined in Chapter 4, "Control Manager," of the *Toolbox Reference*.

**horzColorDescriptor**

Defines the type of reference stored in `horzColorRef`:

<code>refIsPointer</code>	\$0000	The <code>horzColorRef</code> field contains a pointer to the color table for the horizontal scroll bar
<code>refIsHandle</code>	\$0004	The <code>horzColorRef</code> field contains a handle to the color table for the horizontal scroll bar
<code>refIsResource</code>	\$0008	The <code>horzColorRef</code> field contains the resource ID for the color table for the horizontal scroll bar

**horzColorRef** Reference to the color table for the horizontal scroll bar. *horzColorDescriptor* indicates the type of reference stored here. This field must refer to a Scroll bar color table, as defined in Chapter 4, "Control Manager," of the *Toolbox Reference*.

**growColorDescriptor**

Defines the type of reference stored in `growColorRef`:

<code>refIsPointer</code>	\$0000	The <code>growColorRef</code> field contains a pointer to the color table for the size box
<code>refIsHandle</code>	\$0004	The <code>growColorRef</code> field contains a handle to the color table for the size box
<code>refIsResource</code>	\$0008	The <code>growColorRef</code> field contains the resource ID for the color table for the size box

`growColorRef` Reference to the color table for the size box. The `growColorDescriptor` field indicates the type of reference stored here. This field must refer to a size box color table, as defined in Chapter 4, "Control Manager," of the *Toolbox Reference*.

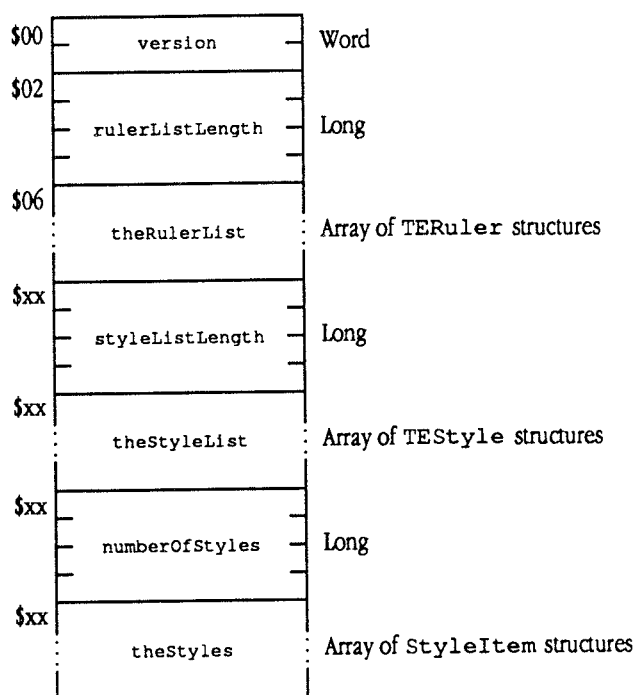


**TEFormat**

This structure stores text formatting control information. From this structure, you can access the rulers and styles defined for the text.

Many TextEdit tool calls use this structure to accept or return format data for a text record.

■ **Figure 49-2** TEFormat layout



**version** Version number corresponding to the layout of this TEFormat structure. This version of the structure carries a version number of \$0000.

**rulerListLength** The length of theRulerList in bytes.

**theRulerList** Ruler data for the text record. The TERuler structure is embedded within the TEFormat structure at this location.

<code>styleListLength</code>	The length of <code>theStyleList</code> in bytes.
<code>theStyleList</code>	List of all unique styles for the text record. The <code>TEStyle</code> structures are embedded within the <code>TEFormat</code> structure at this location. Each <code>TEStyle</code> structure must define a unique style—there must be no duplicate style entries. In order to apply the same style to multiple blocks of text, you should create additional <code>styleItems</code> for each block of text, and make each item refer to the same style in this array.
<code>numberOfStyles</code>	The number of <code>styleItems</code> contained in <code>theStyles</code> .
<code>theStyles</code>	Array of <code>styleItems</code> specifying which actual styles (stored in <code>theStyleList</code> ) apply to which text within the TextEdit record.

**TEParamBlock**

This structure contains the parameters necessary to create a new TextEdit record. In it your program defines many of the attributes of the record. The format of this structure directly corresponds to the format of the TextEdit control template accepted by the `NewControl2` Control Manager call when creating TextEdit controls.

The `TENew` tool call requires that its input parameters be specified in a `TEParamBlock` structure. Many of the fields of the `TEParamBlock` directly establish the values for `TERecord` fields.

In the following figure, optional fields are marked with an asterisk (\*).

■ **Figure 49-3** TEParmBlock layout

\$00	pCount	Word—Parameter count for template: 7 to 23
\$02	ID	Long—Application-assigned control ID
\$06	rect	Rectangle—Boundary rectangle for control
\$0E	procRef	Long—editTextControl=\$85000000
\$12	flag	Word—Highlight and control flags for control
\$14	moreFlags	Word—Additional control flags
\$16	refCon	Long—Application-defined value
\$1A	textFlags	Long—Specific TextEdit control flags (see below)
\$1E	*indentRect	Rectangle—Defines text indentation from control rect (optional)
\$26	*vertBar	Long—Handle to vertical scroll bar for control (optional)
\$2A	*vertAmount	Word—Vertical scroll amount, in pixels (optional)
\$2C	*horzBar	Long—Reserved; must be set to NIL (optional)
\$30	*horzAmount	Word—Reserved; must be set to 0 (optional)
	continued	

	continued	
\$32	*styleRef	Long—Reference to initial style information for text (optional)
\$36	*textDescriptor	Word—Defines format of initial text and textRef (optional)
\$38	*textRef	Long—Reference to initial text for edit window (optional)
\$3C	*textLength	Long—Length of initial text (optional)
\$40	*maxChars	Long—Maximum number of characters allowed (optional)
\$44	*maxLines	Long—Reserved; must be set to 0 (optional)
\$48	*maxCharsPerLines	Word—Reserved; must be set to 0 (optional)
\$4A	*maxHeight	Word—Reserved; must be set to 0 (optional)
\$4C	*colorRef	Long—Reference to TextEdit color table (optional)
\$50	*drawMode	Word—QuickDraw II text mode for edit window (optional)
\$52	*filterProcPtr	Long—Pointer to filter routine for this control (optional)

**pCount**      Number of parameter fields to follow. Valid values lie in the range from 7 to 23. The value of this field does not include pCount itself.

**ID**            Unique ID for TextEdit controls. Your application sets this field, and can use it to uniquely identify a particular TextEdit record.

<code>boundsRect</code>	Boundary rectangle for the <code>TextEdit</code> record. This rectangle contains the entire record, including its scroll bars and outline. If you set the bottom right corner of this rectangle to (0,0), <code>TextEdit</code> uses the bottom right corner of the window that contains the record as a default. Note that this rectangle must be large enough to completely display a single character in the largest allowed font.	
<code>procRef</code>	Specifies the type of control. Must be set to \$85000000.	
<code>flag</code>	Control flags for the <code>TextEdit</code> record. Defined bits for <code>flag</code> are as follows:	
Reserved	bits 8–15	Must be set to 0
<code>ctlInvis</code>	bit 7	1=invisible, 0=visible
Reserved	bits 0–6	Must be set to 0

<b>moreFlags</b>	More control flags for TextEdit record. Defined bits for <b>moreFlags</b> are as follows:	
<b>fCtlTarget</b>	bit 15	Indicates whether this TextEdit record is the current target of user actions. Must be set to 0 when creating a TextEdit record.
<b>fCtlCanBeTarget</b>	bit 14	Must be set to 1. TextEdit will set this bit to 0 if the <b>fDisableSelection</b> flag in <b>textFlags</b> is set to 1.
<b>fCtlWantsEvents</b>	bit 13	Must be set to 1. TextEdit will set this bit to 0 if the <b>fDisableSelection</b> flag in <b>textFlags</b> is set to 1.
<b>fCtlProcNotPtr</b>	bit 12	Must be set to 1
<b>fTellAboutSize</b>	bit 11	If set to 1, TextEdit will create a size box in the bottom right corner of the window. Whenever the window is resized, the edit text will be resized and redrawn.
<b>fCtlIsMultiPart</b>	bit 10	Must be set to 1
<b>Reserved</b>	bits 4–9	Must be set to 0
<b>Color Table Reference</b>	bits 2–3	Defines type of reference in <b>colorRef</b> : 00 - color table reference is pointer 01 - color table reference is handle 10 - color table reference is resource ID 11 - invalid value
<b>Style Reference</b>	bits 0–1	Defines type of style reference in <b>styleRef</b> : 00 - style reference is pointer 01 - style reference is handle 10 - style reference is resource ID 11 - invalid value

△ **Important** Do not set **fTellAboutSize** to 1 unless the window also has a vertical scroll bar. △

<code>textFlags</code>	Specific <code>TextEdit</code> control flags. Valid values for <code>textFlags</code> are as follows:	
<code>fNotControl</code>	bit 31	Indicates whether the <code>TextEdit</code> record to be created is for a control: 1 - <code>TextEdit</code> record is not a control 0 - <code>TextEdit</code> record is a control
<code>fSingleFormat</code>	bit 30	Must be set to 1
<code>fSingleStyle</code>	bit 29	Allows you to restrict the style options available to the user: 1 - Allow only one style in the text 0 - Do not restrict the number of styles in the text
<code>fNoWordWrap</code>	bit 28	Allows you to control <code>TextEdit</code> word wrap behavior: 1 - Do not word wrap the text; only break lines on CR (\$0D) characters 0 - Perform word wrap to fit the ruler
<code>fNoScroll</code>	bit 27	Controls user access to scrolling: 1 - Do not allow either manual or auto-scrolling 0 - Scrolling permitted
<code>fReadOnly</code>	bit 26	Restricts the text in the window to read-only operations (copying from the window will still be allowed): 1 - No editing allowed 0 - Editing permitted
<code>fSmartCutPaste</code>	bit 25	Controls <code>TextEdit</code> support for smart cut and paste: 1 - Use smart cut and paste 0 - Do not use smart cut and paste
<code>fTabSwitch</code>	bit 24	Defines behavior of the Tab key: 1 - Tab to next control in the window 0 - Tab inserted in <code>TextEdit</code> document
<code>fDrawBounds</code>	bit 23	Tells <code>TextEdit</code> whether to draw a box around the edit window, just inside <code>boundsRect</code> —the pen for this box is two pixels wide and one pixel high 1 - Draw rectangle 0 - Do not draw rectangle
<code>fColorHilight</code>	bit 22	Must be set to 0.
<code>fGrowRuler</code>	bit 21	Tells <code>TextEdit</code> whether to resize the ruler in response to the user resizing the edit window. If set to 1, <code>TextEdit</code> will automatically adjust the right margin value for the ruler: 1 - Resize the ruler 0 - Do not resize the ruler



<code>fDisableSelection</code>	bit 20	Controls whether user can select text: 1 - User cannot select text 0 - User can select text
<code>fDrawInactiveSelection</code>	bit 19	Controls how inactive selected text is displayed: 1 - <code>TextEdit</code> draws a box around inactive selections 0 - <code>TextEdit</code> does nothing special when displaying inactive selections
Reserved	bits 0–18	Must be set to 0
<code>indentRect</code>		Each coordinate of this rectangle specifies the amount of white space to leave between the boundary rectangle for the control and the text itself, in pixels. Default values are (2,6,2,4) in 640 mode and (2,4,2,2) in 320 mode. Each indentation coordinate may be specified individually. In order to assert the default for any coordinate, specify its value as \$FFFF.
<code>vertBar</code>		Handle of the vertical scroll bar to use for the <code>TextEdit</code> window. If you do not want a scroll bar at all, then set this field to NIL. If you want <code>TextEdit</code> to create a scroll bar for you, just inside the right edge of the boundary rectangle for the control, then set this field to \$FFFFFFFF.
<code>vertAmount</code>		Specifies the number of pixels to scroll whenever the user presses the up or down arrow on the vertical scroll bar. In order to use the default value (9 pixels), set this field to \$0000.
<code>horzBar</code>		Must be set to NIL.
<code>horzAmount</code>		Must be set to 0.
<code>styleRef</code>		Reference to initial style information for the text, specified in a <code>TEFormat</code> structure. Bits 1 and 0 of <code>moreFlags</code> define the type of reference (pointer, handle, resource ID) to the structure. In order to use the default style and ruler information, set this field to NULL.
<code>textDescriptor</code>		Input text descriptor that defines the reference type for the initial text (which is in <code>textRef</code> ) and the format of that text.
<code>textRef</code>		Reference to initial text for the edit window. If you are not supplying any initial text, then set this field to NULL.
<code>textLength</code>		If <code>textRef</code> is a pointer to the initial text, then this field must contain the length of the initial text. For other reference types, this field is ignored— <code>TextEdit</code> can extract the length from the reference itself.

- ◆ *Note:* You must specify or omit the `textDescriptor`, `textRef`, and `textLength` fields as a group.

<code>maxChars</code>	Maximum number of characters allowed in the text. If you do not want to define any limit to the number of characters, then set this field to <code>NULL</code> .
<code>maxLines</code>	Must be set to <code>NULL</code> .
<code>maxCharsPerLines</code>	Must be set to <code>NULL</code> .
<code>maxHeight</code>	Must be set to <code>NULL</code> .
<code>colorRef</code>	Reference to the color table for the text, stored in a <code>TEColorTable</code> structure. Bits 2 and 3 of <code>moreFlags</code> define the type of reference stored here.
<code>drawMode</code>	This is the text mode used by QuickDraw II for drawing text. See Chapter 16, "QuickDraw II," in Volume 2 of the <i>Toolbox Reference</i> for details on valid text modes.
<code>filterProcPtr</code>	Pointer to a filter routine for the control. For more information about TextEdit filter procedures, see "Generic filter procedure". If you do not want to use a filter routine for the control, set this field to <code>NIL</code> .

**TERuler**

Defines the characteristics of a TextEdit ruler.

The `TEGetRuler` and `TESetRuler` tool calls allow you to obtain and set the ruler information for a TextEdit record.

■ **Figure 49-4**    `TERuler` layout

\$00	leftMargin	Word
\$02	leftIndent	Word
\$04	rightMargin	Word
\$06	just	Word
\$08	extraLS	Word
\$0A	flags	Word
\$0E	userData	Long
\$12	tabType	Word
\$14	theTabs	Array of TabItem structures
\$xx	tabTerminator	Word

leftMargin	Specifies the number of pixels to indent from the left edge of the text rectangle ( <code>viewRect</code> in <code>TERecord</code> ) for all text lines except those that start paragraphs.
leftIndent	Specifies the number of pixels to indent from the left edge of the text rectangle ( <code>viewRect</code> in <code>TERecord</code> ) for text lines that start paragraphs.
rightMargin	Maximum line length, expressed as the number of pixels from the left edge of the text rectangle ( <code>viewRect</code> in <code>TERecord</code> ).

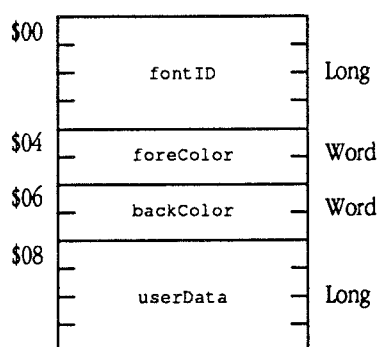
<code>just</code>	Text justification:	
0	Left justification—all text lines start flush with left margin	
-1	Right justification—all text lines start flush with right margin	
1	Center justification—all text lines are centered between left and right margins	
2	Full justification—text is blocked flush with both left and right margins; <code>TextEdit</code> pads spaces with extra pixels to fully justify the text	
<code>extraLS</code>	Line spacing, expressed as the number of pixels to add between lines of text. Negative values result in text overlap.	
<code>flags</code>	Control flags:	
Reserved	bit 15	Must be set to 0
<code>fEqualLineSpacing</code>	bit 14	Must be set to 0
<code>fShowInvisibles</code>	bit 13	Must be set to 0
Reserved	bits 0–12	Must be set to 0
<code>userData</code>	Application-specific data.	
<code>tabType</code>	Specifies the type of tab data that follows:	
0	No tabs are set— <code>tabType</code> is the last field in the structure	
1	Regular tabs—tabs are set at regular pixel intervals, specified by the value of the <code>tabTerminator</code> field; <code>theTabs</code> is omitted from the structure	
2	Absolute tabs—tabs are set at absolute, irregular pixel locations; <code>theTabs</code> defines those locations; <code>tabTerminator</code> marks the end of <code>theTabs</code>	
<code>theTabs</code>	If <code>tabType</code> is set to 2, then this is an array of <code>TabItem</code> structures defining the absolute pixel positions for the various tab stops. The <code>tabTerminator</code> field, with a value of \$FFFF, marks the end of this array. For other values of <code>tabType</code> , this field is omitted from the structure.	
<code>tabTerminator</code>	If <code>tabType</code> is set to 0, then this field is omitted from the structure. If <code>tabType</code> is set to 1, then <code>theTabs</code> is omitted, and this field contains the number of pixels corresponding to the tab interval for the regular tabs. If <code>tabType</code> is set to 2, then <code>tabTerminator</code> is set to \$FFFF, and marks the end of <code>theTabs</code> array.	

**TEStyle**

This structure defines the font and color characteristics of a style for text in the TextEdit record.

The TEFormat structure contains one or more TEStyle structures, each of which defines a unique text style used somewhere in the record text.

■ **Figure 49-5** TEStyle layout



fontID	Font Manager font ID record identifying the font for the text. See Chapter 8, "Font Manager," in the <i>Toolbox Reference</i> for more information about font IDs.
foreColor	Defines the foreground color for the text. This is a TextEdit color word, as described in "TEColorTable" in this chapter.
backColor	Defines the background color for the text. This is a TextEdit color word, as described in "TEColorTable" in this chapter.
userData	Application-specific data.

---

## Low-level TextEdit structures

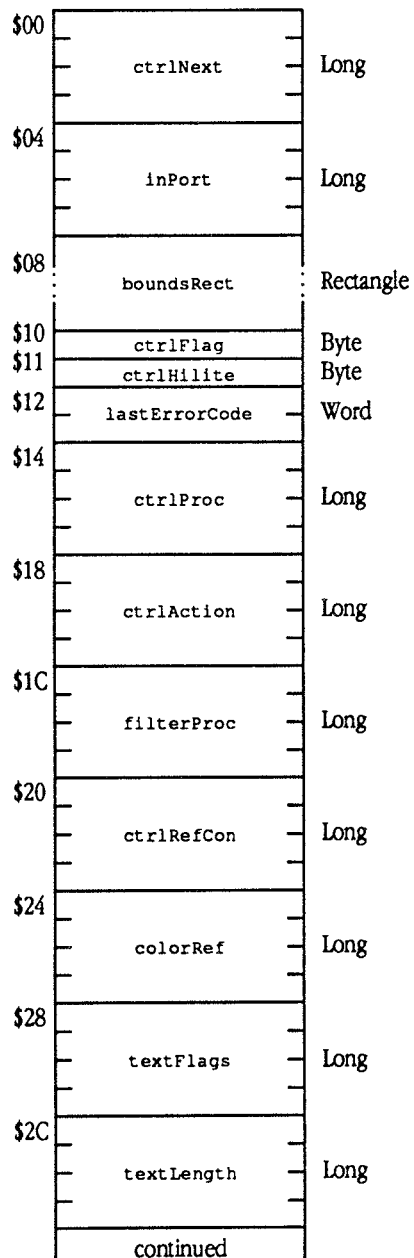
TextEdit uses several other structures for its internal processing. Typically, your application should not manipulate these structures. In addition, if your program does modify data in these structures, you should be careful to maintain the correct relationships between fields that affect other TextEdit structures.

### **TERecord**

This is the main structure for a TextEdit record. The `TENew` tool call creates this structure based partially on the information specified in the `TEParamBlock` you supply to that call. In most cases, your program does not need to directly access fields in this structure. However, in order to use such advanced features as custom word-wrap routines, your application will have to modify the `TERecord`.

Note that this section only describes those `TERecord` fields that are currently defined and available to application programs. Your program should assume that there are more fields beyond those described here, and should not try to directly move or copy a `TERecord`.

Most TextEdit tool calls require a handle to a `TERecord` as an entry parameter.

■ **Figure 49-6** TEREcord layout

	continued	
\$30	blockList	TextList
\$38	ctrlID	Long
\$3C	ctrlMoreFlags	Word
\$3E	ctrlVersion	Word
\$40	viewRect	Rectangle
\$48	totalHeight	Long
\$4C	lineSuper	SuperHandle
\$58	styleSuper	SuperHandle
\$64	styleList	Long
\$68	rulerList	Long
\$6C	lineAtEndFlag	Word
\$6E	selectionStart	Long
\$72	selectionEnd	Long
	continued	



	continued	
\$76	selectionActive	Word
\$78	selectionState	Word
\$7A	caretTime	Long
\$7E	nullStyleActive	Word
\$80	nullStyle	TEStyle
\$8C	topTextOffset	Long
\$90	topTextVPos	Word
\$92	vertScrollBar	Long
\$96	vertScrollPos	Long
\$9A	vertScrollMax	Long
\$9E	vertScrollAmount	Word
\$A0	horzScrollBar	Long
\$A4	horzScrollPos	Long
	continued	

	continued	
\$A8	horzScrollMax	Long
\$AC	horzScrollAmount	Word
\$AE	growBoxHandle	Long
\$B2	maximumChars	Long
\$B6	maximumLines	Long
\$BA	maxCharsPerLine	Word
\$BC	maximumHeight	Word
\$BE	textDrawMode	Word
\$C0	wordBreakHook	Long
\$C4	wordWrapHook	Long
\$C8	keyFilter	Long
\$CC	theFilterRect	Rectangle
	continued	

	continued	
\$D4	theBufferVPos	Word
\$D6	theBufferHPos	Word
\$D8	theKeyRecord	KeyRecord
\$E6	cachedSelcOffset	Long
\$EA	cachedSelcVPos	Word
\$EC	cachedSelcHPos	Word
\$EE	mouseRect	Rectangle
\$F6	mouseTime	Long
\$FA	mouseKind	Word
\$FC	lastClick	Long
\$100	savedHPos	Word
\$102	anchorPoint	Long

ctrlNext	Handle of next control in the system-maintained control list.	
inPort	Pointer to the GrafPort for this TextEdit record.	
boundsRect	Boundary rectangle for the record, which surrounds the text window as well as its scroll bars and outline.	
ctrlFlag	Control flags for the TextEdit record. TextEdit obtains this field from the low-order byte of the flags field in the TEParamBlock passed to TENew. The following flags are defined:	
ctlInvis	bit 7	1=invisible, 0=visible
Reserved	bits 0-6	Must be set to 0

ctrlHilite	Reserved	
lastErrorCode	The last error code generated by TextEdit. Note that this code may have been returned by either a control definition procedure or from a TextEdit tool call.	
ctrlProc	Must be set to \$85000000. Identifies this as a TextEdit control to the system.	
ctrlAction	Reserved	
filterProc	Pointer to the generic filter procedure for the record. If there is no filter procedure, this field is set to NULL. See "Generic filter procedure" for information about generic filter procedures.	
ctrlRefCon	Application-defined value.	
colorRef	Reference to the TEColorTable for the record. Bits 2 and 3 in ctrlMoreFlags define the type of reference stored here.	
textFlags	Control flags specific to TextEdit. The system derives this field from the textFlags field in the TEParamTable structure passed to TENew when a new TextEdit record is created. The following flags are defined:	
fNotControl	bit 31	Indicates whether the the TextEdit record to be created is for a control: 1 - TextEdit record is not a control 0 - TextEdit record is a control
fSingleFormat	bit 30	Must be set to 1
fSingleStyle	bit 29	Allows you to restrict the style options available to the user: 1 - Allow only one style in the text 0 - Do not restrict the number of styles in the text
fNoWordWrap	bit 28	Allows you to control TextEdit word wrap behavior: 1 - Do not word wrap the text; only break lines on CR (\$0D) characters 0 - Perform word wrap to fit the ruler
fNoScroll	bit 27	Controls user access to scrolling: 1 - Do not allow either manual or auto-scrolling 0 - Scrolling permitted

<code>fReadOnly</code>	bit 26	Restricts the text in the window to read-only operations (copying from the window will still be allowed): 1 - No editing allowed 0 - Editing permitted
<code>fSmartCutPaste</code>	bit 25	Controls TextEdit support for smart cut and paste: 1 - Use smart cut and paste 0 - Do not use smart cut and paste
<code>fTabSwitch</code>	bit 24	Defines behavior of the Tab key: 1 - Tab to next control in the window 0 - Tab inserted in TextEdit document
<code>fDrawBounds</code>	bit 23	Tells TextEdit whether to draw a box around the edit window, just inside <code>boundsRect</code> . The pen for this rectangle is two pixels wide and one pixel high 1 - Draw rectangle 0 - Do not draw rectangle
<code>fColorHilight</code>	bit 22	Must be set to 0.
<code>fGrowRuler</code>	bit 21	Tells TextEdit whether to resize the ruler in response to the user resizing the edit window. If set to 1, TextEdit will automatically adjust the right margin value for the ruler: 1 - Resize the ruler 0 - Do not resize the ruler
<code>fDisableSelection</code>	bit 20	Controls whether user can select text: 1 - User cannot select text 0 - User can select text
<code>fDrawInactiveSelection</code>	bit 19	Controls how inactive selected text is displayed: 1 - TextEdit draws a box around inactive selections 0 - TextEdit does not display inactive selections
Reserved	bits 0-18	Must be set to 0
<code>textLength</code>	Number of bytes of text in the record. Your program must not modify this field.	
<code>blockList</code>	Cached link into the linked list of <code>TextBlock</code> structures, which contain the actual text for the record. The actual <code>TextList</code> structure resides here. Your program must not modify this field.	
<code>ctrlID</code>	Application-assigned ID for the TextEdit control.	

**ctrlMoreFlags** More control flags. TextEdit obtains the data for this field from the **moreFlags** field of the **TEParamBlock** structure passed to **TENew** when a new TextEdit record is created. The following flags are defined:

<b>fCtlTarget</b>	bit 15	Indicates whether this TextEdit record is the current target of user actions. Must be set to 0 when creating a TextEdit record.
<b>fCtlCanBeTarget</b>	bit 14	Must be set to 1
<b>fCtlWantsEvents</b>	bit 13	Must be set to 1.
<b>fCtlProcNotPtr</b>	bit 12	Must be set to 1
<b>fTellAboutSize</b>	bit 11	If set to 1, TextEdit will create a size box in the bottom right corner of the window. Whenever the window is resized, the edit text will be resized and redrawn.
<b>fCtlIsMultiPart</b>	bit 10	Must be set to 1
<b>Reserved</b>	bits 4–9	Must be set to 0
<b>Color Table Reference</b>	bits 2–3	Defines type of reference in <b>colorRef</b> : 00 - color table reference is pointer 01 - color table reference is handle 10 - color table reference is resource ID 11 - invalid value
<b>Reserved</b>	bits 0–1	Must be set to 0
<b>ctrlVersion</b>	Reserved	
<b>viewRect</b>		Boundary rectangle for the text, within the rectangle defined in <b>boundsRect</b> , which surrounds the entire record, including its associated scroll bars and outline.
<b>totalHeight</b>		Total height of the text in the TextEdit record, in pixels.
<b>lineSuper</b>		Cached link into the linked list of <b>SuperBlock</b> structures that define the text lines in the record.
<b>styleSuper</b>		Cached link into the linked list of <b>SuperBlock</b> structures that define the styles for the record.
<b>styleList</b>		Handle to array of <b>TEStyle</b> structures, containing style information for the record. The array is terminated with a long set to \$FFFFFFF.
<b>rulerList</b>		Handle to array of <b>TERuler</b> structures, defining the format rulers for the record. Note that only the first ruler is currently used by TextEdit. The array is terminated with a long set to \$FFFFFFF.

**lineAtEndFlag** Indicates whether the last character was a line break. If so, this field is set to \$FFFF.

**selectionStart** Starting text offset for the current selection. Must always be less than **selectionEnd**.

**selectionEnd** Ending text offset for the current selection. Must always be greater than **selectionStart**.

**selectionActive** Indicates whether the current selection (defined by **selectionStart** and **selectionEnd**) is active:

\$0000	Active
\$FFFF	Inactive

**selectionState** Contains state information about the current selection range:

\$0000	Off screen
\$FFFF	On screen

**caretTime** Blink interval for caret, expressed in system ticks.

**nullStyleActive** Indicates whether the null style is active for the current selection:

\$0000	Do not use null style when inserting text
\$FFFF	Use null style when inserting text

**nullStyle** **TESTyle** structure defining the null style. This may be the default style for newly inserted text, depending upon the value of **nullStyleActive**.

**topTextOffset** Text offset into the record corresponding to the top line displayed on the screen.

**topTextVPos** Difference, in pixels, between the topmost vertical scroll position (corresponding to the top of the vertical scroll bar) and the top line currently displayed on the screen. This is, essentially, the vertical position of the display window in the text for the record.

**vertScrollBar** Handle to the vertical scroll bar control record.

**vertScrollPos** Current position of the vertical scroll bar, in units defined by **vertScrollAmount**.

- ◆ *Note:* that while `TextEdit` supports `vertScrollPos` as a long, standard Apple IIGS scroll bars support only the low-order word. This leads to unpredictable scroll bar behavior when editing large documents.

<code>vertScrollMax</code>	Maximum allowable vertical scroll, in units defined by <code>vertScrollAmount</code> .
<code>vertScrollAmount</code>	Number of pixels to scroll on each vertical arrow click.
<code>horzScrollBar</code>	Handle to the horizontal scroll bar control record. Currently not supported
<code>horzScrollPos</code>	Current position of the horizontal scroll bar, in units defined by <code>horzScrollAmount</code> . Currently not supported
<code>horzScrollMax</code>	Maximum allowable horizontal scroll, in units defined by <code>horzScrollAmount</code> . Currently not supported
<code>horzScrollAmount</code>	Number of pixels to scroll on each horizontal arrow click. Currently not supported.
<code>growBoxHandle</code>	Handle of size box control record.
<code>maximumChars</code>	Maximum number of characters allowed in the text.
<code>maximumLines</code>	Maximum number of lines allowed in the text. Currently not supported.
<code>maxCharsPerLine</code>	Currently not supported.
<code>maximumHeight</code>	Maximum text height, in pixels. This value allows applications to easily constrain text to a display window of a known height. Currently not supported.
<code>textDrawMode</code>	QuickDraw II drawing mode for the text. See Chapter 16, "QuickDraw II," in the <i>Toolbox Reference</i> for more information on QuickDraw II drawing modes.
<code>wordBreakHook</code>	Pointer to the routine that handles word breaks. See "Word break hook" earlier in this chapter for information about word break routines. Your program may modify this field.



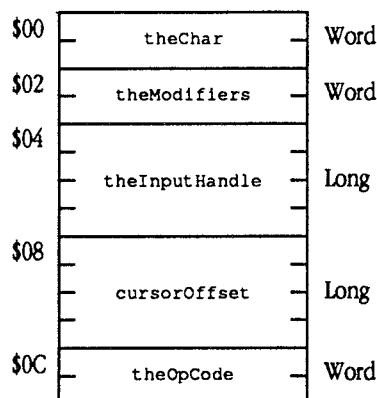
<code>wordWrapHook</code>	Pointer to the routine that handles word wrap. See "Word wrap hook" earlier in this chapter for information about word wrap routines. Your program may modify this field.
<code>keyFilter</code>	Pointer to the keystroke filter routine. See "Keystroke filter procedure" earlier in this chapter for information about keystroke filter routines. Your program may modify this field.
<code>theFilterRect</code>	Defines a rectangle used by the generic filter procedure for some of its routines. See "Generic filter procedure" earlier in this chapter for information about generic filter procedures and their routines. Your program may modify this field.
<code>theBufferVPos</code>	Vertical component of the current position of the buffer within the port for the TextEdit record, expressed in the local coordinates appropriate for that port. This value is used by some generic filter procedure routines. See "Generic filter procedure" for information about generic filter procedures and their routines. Your program may modify this field.
<code>theBufferHPos</code>	Horizontal component of the current position of the buffer within the port for the TextEdit record, expressed in the local coordinates appropriate for that port. This value is used by some generic filter procedure routines. See "Generic filter procedure" earlier in this chapter for information about generic filter procedures and their routines. Your program may modify this field.
<code>theKeyRecord</code>	Parameter block, in <code>KeyRecord</code> format, for the keystroke filter routine. Your program may modify this field.
<code>cachedSelcOffset</code>	Cached selection text offset. If this field is set to \$FFFFFFFF, then the cache is invalid and will be recalculated when appropriate.
<code>cachedSelcVPos</code>	Vertical component of the cached buffer position, expressed in local coordinates for the output port.
<code>cachedSelcHPos</code>	Horizontal component of the cached buffer position, expressed in local coordinates for the output port.

<code>mouseRect</code>	Boundary rectangle for multclick mouse commands. If the user clicks the mouse more than once within the region defined by this rectangle within the time period defined for multclicks, then <code>TextEdit</code> interprets those clicks as multclick sequences (double- or triple-clicks). The user sets the time period with the Control Panel.						
<code>mouseTime</code>	System tickcount when the user last released the mouse button.						
<code>mouseKind</code>	Type of last mouse click: <table> <tr> <td>0</td><td>Single click</td></tr> <tr> <td>1</td><td>Double-click</td></tr> <tr> <td>2</td><td>Triple-click</td></tr> </table>	0	Single click	1	Double-click	2	Triple-click
0	Single click						
1	Double-click						
2	Triple-click						
<code>lastClick</code>	Location of last user mouse click.						
<code>savedHPos</code>	Cached horizontal character position. <code>TextEdit</code> uses this value to manage where it should display the caret on a line when the user presses the up or down arrow.						
<code>anchorPoint</code>	Defines the character from which the user began to select text for the current selection. When <code>TextEdit</code> expands the current selection (as a result of user keyboard or mouse commands, or at the direction of a custom keystroke filter procedure), it always does so from the <code>anchorPoint</code> , not <code>selectionStart</code> or <code>selectionEnd</code> .						

### **KeyRecord**

Defines the entry and exit parameter block for the keystroke filter procedure for a `TextEdit` record. On entry to the filter procedure, `TextEdit` sets up this structure with the information necessary to process the keystroke. On exit, the filter procedure returns the processed keystroke and any other status information in this same structure. For complete information about the `TextEdit` keystroke filter procedure and the use of these fields, see "Keystroke filter procedure" earlier in this chapter.

The `KeyRecord` for a `TextEdit` record resides in the appropriate `TERecord`.

■ **Figure 49-7** KeyRecord layout

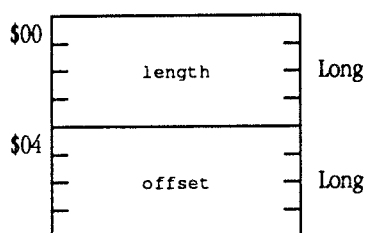
- theChar** Character code of the character to translate. The low-order byte of `theChar` contains the key code for the character; the high-order byte is ignored.
- theModifiers** On input, contains the state of the modifier keys when the character in `theChar` was generated. This is an Event Manager modifier word, as described in Chapter 7, "Event Manager," of the *Toolbox Reference*. On output, the keystroke filter procedure may change the setting of these flags.
- theInputHandle** On input, contains a handle to a copy of the keystroke in `theChar`. On output, the keystroke filter procedure may modify the size and content of the data referred to by this handle.
- cursorOffset** For some operations, the keystroke filter routine sets this field with a new cursor text offset.

<code>theOpCode</code>		On return from the filter routine, this field contains an operation code indicating what <code>TextEdit</code> is to do next and how it is to interpret the <code>KeyRecord</code> :
<code>opNormal</code>	\$0000	<code>TextEdit</code> performs its standard processing on the character stored in the location referred to by <code>theInputHandle</code>
<code>opNothing</code>	\$0001	<code>TextEdit</code> ignores the keystroke
<code>opReplaceText</code>	\$0002	<code>TextEdit</code> inserts the text referred to by <code>theInputHandle</code> in place of the current selection in the record; if there is no current selection, <code>TextEdit</code> inserts the text at the current insertion point—if <code>theInputHandle</code> has 0 size, <code>TextEdit</code> deletes the current selection and inserts nothing
<code>opMoveCursor</code>	\$0003	<code>TextEdit</code> moves the cursor to the location specified by <code>cursorOffset</code>
<code>opExtendCursor</code>	\$0004	<code>TextEdit</code> extends the current selection from its anchor point to the location specified by <code>cursorOffset</code>
<code>opCut</code>	\$0005	<code>TextEdit</code> copies the current selection to the desk scrap then clears the selection
<code>opCopy</code>	\$0006	<code>TextEdit</code> copies the current selection to the desk scrap
<code>opPaste</code>	\$0007	<code>TextEdit</code> inserts the contents of the desk scrap in place of the current selection
<code>opClear</code>	\$0008	<code>TextEdit</code> clears the current selection

**StyleItem**

The `TEFormat` structure contains an array of `StyleItem` substructures, which define the text characters that use a particular style. Each element of this array refers to the style information for a run of characters. Taken consecutively, the array of `StyleItem` structures completely defines the styles for the entire record.

■ **Figure 49-8** `StyleItem` layout

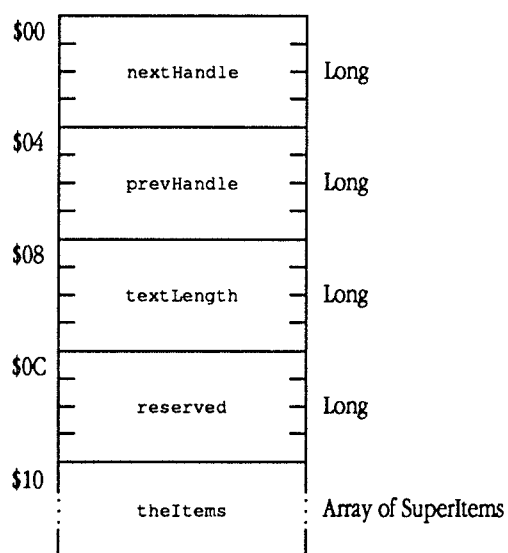


length	The total number of text characters that use this style. These characters begin where the previous <code>StyleItem</code> left off. Value of \$FFFFFFFF indicates an unused entry.
offset	Offset, in bytes, into the <code>theStyleList</code> array in the <code>TEFormat</code> record to the <code>TEStyle</code> record which defines the characteristics of the style in question.

## SuperBlock

SuperBlock structures define linked-lists of TextEdit control information items. These control information items may relate to styles or to line start locations, and are defined by the SuperItem substructure. A SuperHandle substructure provides address information into a chain of SuperBlock structures. The TEREcord contains a number of SuperHandles.

■ **Figure 49-9** SuperBlock layout

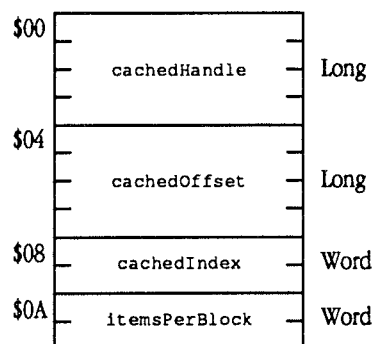


nextHandle	Handle to the next SuperBlock in this chain of blocks. A value of NIL indicates the end of the chain.
prevHandle	Handle to the previous SuperBlock in this chain of blocks. A value of NIL indicates the beginning of the chain.
textLength	The number of characters of text referred to by theItems.
Reserved	Reserved
theItems	Array of SuperItems for this SuperBlock. The textLength field contains the total length of the characters defined by these items.

**SuperHandle**

Identifies the current position within a chain of SuperBlocks. This substructure contains both byte offset and index information. The `cachedOffset` field contains the offset into the text identified by the cached SuperItem. The `cachedIndex` field contains the byte offset to the SuperItem within its SuperBlock. The TRecord contains several SuperHandles.

■ **Figure 49-10** SuperHandle layout



`cachedHandle` Handle to the SuperBlock containing the current SuperItem.

`cachedOffset` Byte offset to the current character within the text identified by the cached SuperItem.

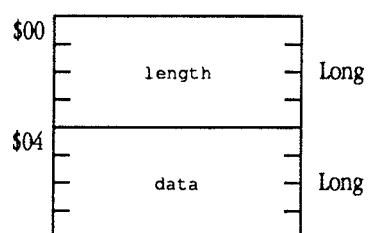
`cachedIndex` Byte offset to the start of the current SuperItem within the array of SuperItems stored in the SuperBlock referred to by `cachedHandle`.

`itemsPerBlock` Indicates the number of SuperItems stored in each SuperBlock.

**SuperItem**

Defines an individual item within a SuperBlock.

■ **Figure 49-11** SuperItem layout

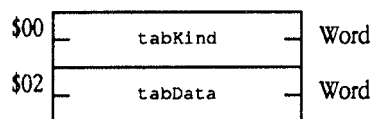


length	Specifies the number of text characters in the TextEdit record that are affected by this SuperItem. A value of \$FFFFFFFF indicates that this item is not currently used.
data	Contains the actual data for the item.



**TabItem**

Contains information defining an absolute tab position, expressed as a pixel offset from the left margin of the text rectangle (`viewRect` of the `TERecord`). The `TERuler` structure contains an array of `TabItems` whenever the user has defined absolute tabs.

**■ Figure 49-12** `TabItem` layout

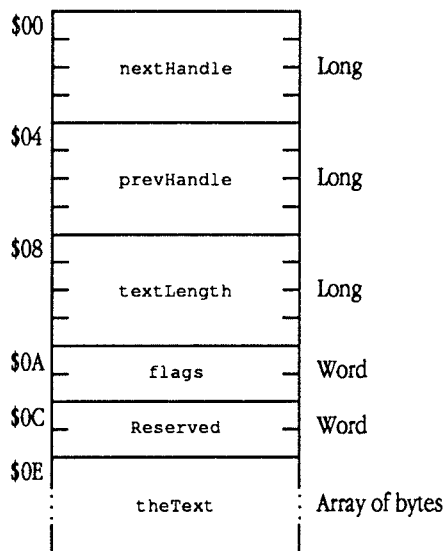
`tabKind`      Must be set to \$0000.

`tabData`      Location of the absolute tab, expressed as the number of pixels to indent from the left edge of the text rectangle (`viewRect` of `TERecord`).

**TextBlock**

Contains the actual text for the record. The `TextBlock` substructure defines a linked-list which stores the text. A `TextList` substructure within the `TERecord` contains access information into the chain of `TextBlocks` for the `TextEdit` record. The `TextBlock` chain stores the text for the `TextEdit` record in sequential order. That is, the first `TextBlock` contains the first block of text, the second `TextBlock` contains the next block of text, and so on.

■ **Figure 49-13** `TextBlock` layout

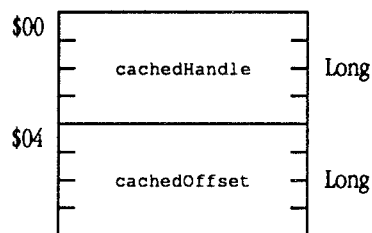


<code>nextHandle</code>	Handle to the next <code>TextBlock</code> in the chain of blocks for this text record. A value of NIL indicates the end of the chain.
<code>prevHandle</code>	Handle to the previous <code>TextBlock</code> in the chain of blocks for this text record. A value of NIL indicates the beginning of the chain.
<code>textLength</code>	The number of text bytes stored at <code>theText</code> .
<code>flags</code>	Reserved.
<code>Reserved</code>	Reserved
<code>theText</code>	Text for the record. The <code>textLength</code> field specifies the length of this array.

**TextList**

Identifies the current position within the text for the record, which is stored in `TextBlocks`. The `TERecord` contains a `TextList` substructure.

■ **Figure 49-14** `TextList` layout



`cachedHandle`    Handle to the `TextBlock` containing the text corresponding to the current location.

`cachedOffset`    Byte offset within the `TextBlock` referred to by `cachedHandle` corresponding to the current location.

---

## TextEdit housekeeping routines

The following sections describe the standard housekeeping calls in the TextEdit Tool Set.

---

### **TEBootInit** \$0122

Initializes TextEdit; called only by the Tool Locator.

**Parameters**      None

**Errors**            None

---

**TEStartUp** \$0222

Starts up the TextEdit tool set, and prepares TextEdit for use by an application by allocating memory and formatting direct-page space. Application programs must issue this call before any other TextEdit tool calls. Before exiting, applications that issue the TESartUp call must call TESHutDown to de-initialized TextEdit.

**Parameters**

Stack before call

<i>Previous contents</i>	
<i>userID</i>	Word—Application's User ID (obtained at program start time)
<i>directPage</i>	Word—Address of one page of direct-page memory
	<—SP

Stack after call

<i>Previous contents</i>	
	<—SP

<b>Errors</b>	\$2201	teAlreadyStarted	TextEdit has already been started
	Memory Manager errors		Returned unchanged

**C**           extern pascal void TESartUp(userID, directPage);

              Word        userID, directPage;

---

**TEShutdown \$0322**

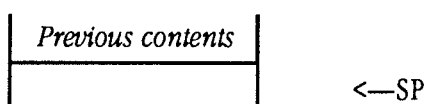
Frees memory used by TextEdit on behalf of an application, not including individual TextEdit records—it is the application's responsibility to issue the `TEKill` tool call at the end of each TextEdit record. Every application that uses TextEdit must issue this call before exiting. During application initialization, applications that use TextEdit must issue the `TEStartup` tool call before any other TextEdit calls.

**Parameters**

Stack before call



Stack after call



**Errors**            \$2202    `teNotStarted`            TextEdit has not been started

**C**                    `extern pascal void TESHUTDOWN();`

---

**TEVersion** \$0422

Retrieves the Resource Manager version number. This call returns valid information if TextEdit has been loaded; the tool set need not be active. The *versionInfo* result will contain the information in the standard format defined in Appendix A, "Writing Your Own Tool Set," in Volume 2 of the *Toolbox Reference*.

**Parameters**

Stack before call

Previous contents	
Space	Word—Space for result
	←SP

Stack after call

Previous contents	
versionInfo	Word—TextEdit version number
	←SP

**Errors**            None

**C**                    extern pascal Word TEVersion();

---

**TEReset** \$0522

Resets TextEdit; called only when the system is reset.

**Parameters**        None

**Errors**            None

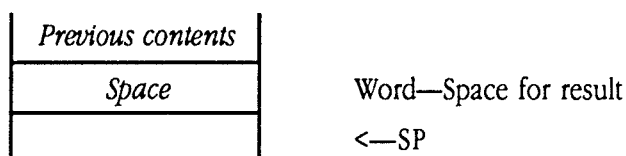
**TEStatus \$0622**

Returns a flag indicating whether TextEdit is active. If TextEdit has not been loaded, your program receives a Tool Locator error (`toolNotFoundErr`).

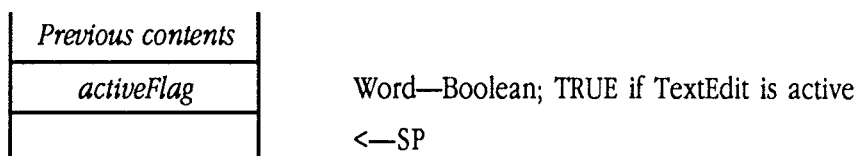
- ◆ *Note:* If your program issues this call in assembly language, initialize the result space on the stack to NIL. Upon return from `TEStatus`, your program need only check the value of the returned flag. If TextEdit is not active, the returned value will be FALSE (NIL).

**Parameters**

Stack before call



Stack after call



**Errors**                      None

**C**                              `extern pascal Word TEstatus();`



---

## TextEdit tool calls

The following sections describe the TextEdit tool calls, in order by call name.

---

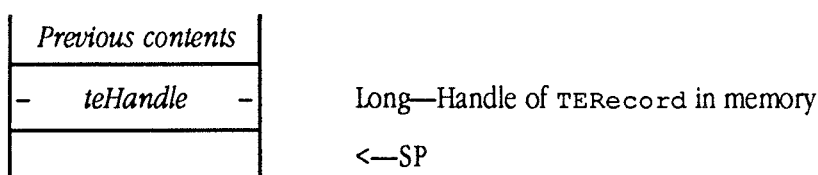
### TEActivate \$0F22

Makes the specified TextEdit record active—that is, makes that record the target of user keystrokes. TextEdit highlights the current selection or displays the caret, as appropriate. User editing activity now applies to this TextEdit record.

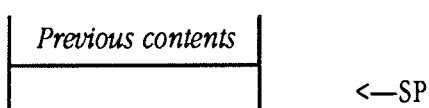
Your application need issue this call only if it is managing its own TextEdit records. If your program uses TextEdit controls with TaskMaster, it should not issue this call; TaskMaster manages the control automatically.

#### Parameters

Stack before call



Stack after call



<b>Errors</b>	\$2202	teNotStarted	TextEdit has not been started
	\$2203	teInvalidHandle	<i>teHandle</i> does not refer to a valid TRecord

**C**

```
extern pascal void TEActivate(teHandle);

Long      teHandle;
```

---

**TEClear** \$1922

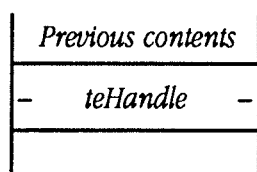
Clears the current selection in the active TextEdit record and redraws the screen. If there is no current selection, then this call does nothing and returns immediately. This call does not affect the desk scrap.

Note that this call does not generate any update events; it directly redraws the active record.

Your application need issue this call only if it is managing its own TextEdit records. If your program uses TextEdit controls and TaskMaster, it should not issue this call; TaskMaster manages the control automatically.

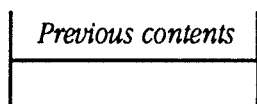
**Parameters**

Stack before call



Long—Handle of TEREcord in memory; NULL for active record  
<—SP

Stack after call



<—SP

**Errors**      \$2202      teNotStarted      TextEdit has not been started

**C**      extern pascal void TEClear(teHandle);

Long      teHandle;

*teHandle*      Specifies the TextEdit record for the operation. If your program specifies a NULL value, TextEdit works with the target TextEdit record. If there is no target record, then TextEdit does nothing and returns immediately to your program.

---

**TEClick** \$1122

Tracks the mouse within a TextEdit record, selecting all text that it passes over until the user releases the mouse button. If the user holds down the Shift key, this call extends the current selection to include the new text. TextEdit automatically scrolls the text in the proper direction if the user drags the mouse outside the view rectangle.

This call handles double- and triple-clicks as follows: double-clicks select a word, dragging lengthens or shortens the selection in word increments; triple-clicks select a line, dragging lengthens or shortens the selection in line increments.

If your program issues this call for a TextEdit record that is not currently active, TextEdit first makes that record active, then proceeds to track the mouse.

Your application need issue this call only if it is managing its own TextEdit records. If your program uses TextEdit controls with TaskMaster, it should not issue this call; TaskMaster manages the control automatically.

**Parameters**

Stack before call

<i>Previous contents</i>	
- <i>eventRecordPtr</i> -	Long—Pointer to event record for the mouse click
- <i>teHandle</i> -	Long—Handle of TEREcord in memory
	<—SP

Stack after call

<i>Previous contents</i>	
	<—SP

<b>Errors</b>	\$2202	teNotStarted	TextEdit has not been started
	\$2203	teInvalidHandle	<i>teHandle</i> does not refer to a valid TEREcord
		Memory Manager errors	Returned unchanged

**C**

```
extern pascal void TEClick(eventRecordPtr,  
                           teHandle);
```

```
Pointer    eventRecordPtr;  
Long       teHandle;
```

*eventRecordPtr*

Points to the event record describing the mouse click. The `what`, `when`, `where`, and `modifiers` fields of the event record must be set. `TextEdit` ignores the `message` field. For information on the format and content of event records, see Chapter 7, "Event Manager," in the *Toolbox Reference*.

---

**TECompactRecord      \$1728**

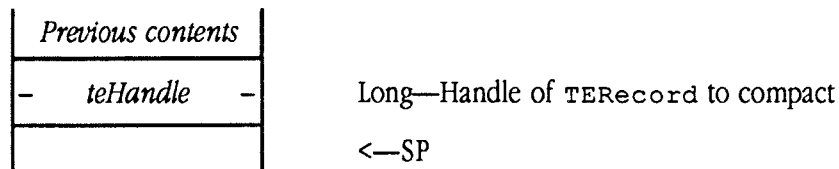
Compacts all the TextEdit data structures in a specified TextEdit record.

TECompactRecord reclaims space used for deleted lines and style items, and for styles that are no longer referenced from the text. While this call may be issued by any application that uses TextEdit, it is intended to be used from within an out-of-memory routine (see Chapter 36, "Memory Manager Update," in this book for information about out-of-memory routines and the out-of-memory queue).

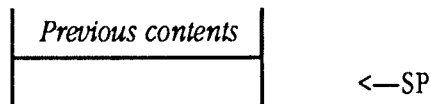
Note that your program may not pass a NULL TextEdit record handle to this tool call.

**Parameters**

Stack before call



Stack after call



<b>Errors</b>	\$2202 <i>teNotStarted</i>	TextEdit has not been started
	Memory Manager errors	Returned unchanged

**C**                    `extern pascal void TECompactRecord(teHandle);`

Long                *teHandle*;

*teHandle*            Specifies the TextEdit record for the operation.

---

**TECopy \$1722**

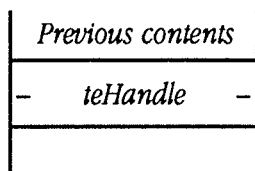
Copies the current selection from the active TextEdit record to the desk scrap, destroying the previous desk scrap contents. This call copies both the text and style information to the scrap. Note, however, that if there is no current selection, then this call does nothing, and does not affect the desk scrap.

This call does not automatically scroll to the current selection.

Your application need issue this call only if it is managing its own TextEdit records. If your program uses TextEdit controls, it should not issue this call; TaskMaster manages the control automatically.

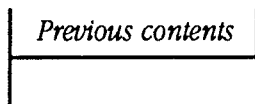
**Parameters**

Stack before call



Long—Handle of TEREcord in memory; NULL for active record  
 <—SP

Stack after call



<—SP

<b>Errors</b>	\$2202	teNotStarted	TextEdit has not been started
	Memory Manager errors		Returned unchanged

**C**           extern pascal void TEECopy(teHandle);

Long       teHandle;

*teHandle*       Specifies the TextEdit record for the operation. If your program specifies a NULL value, TextEdit works with the target TextEdit record. If there is no target record, then TextEdit does nothing and returns immediately to your program.

---

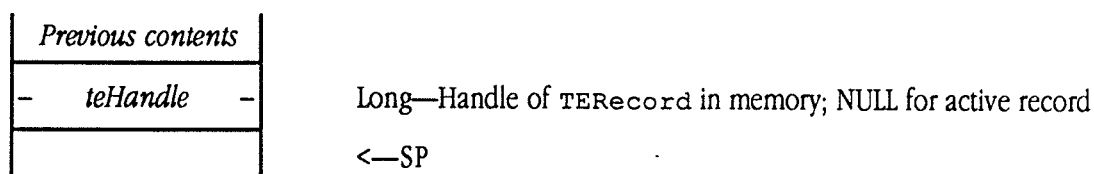
**TECut \$1622**

Copies the current selection from the active TextEdit record to the desk scrap, destroying the previous desk scrap contents. **TECut** then scrolls to the beginning of the selection, deletes it, and then redraws the screen. This call copies both the text and style information to the scrap. Note, however, that if there is no current selection, then this call does nothing, and does not affect the desk scrap.

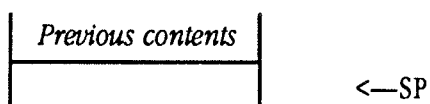
Your application need issue this call only if it is managing its own TextEdit records. If your program uses TextEdit controls, it should not issue this call; TaskMaster manages the control automatically.

**Parameters**

Stack before call



Stack after call



<b>Errors</b>	\$2202	teNotStarted	TextEdit has not been started
	Memory Manager errors		Returned unchanged

**C**           extern pascal void TECut (teHandle);

Long       teHandle;

**teHandle**       Specifies the TextEdit record for the operation. If your program specifies a NULL value, TextEdit works with the target TextEdit record. If there is no target record, then TextEdit does nothing and returns immediately to your program.

---

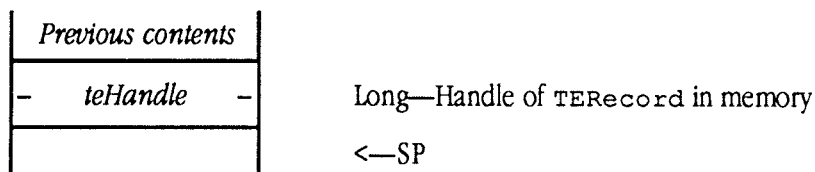
**TEDeactivate \$1022**

Deactivates a TextEdit record. Your program specifies the `TERecord` for the record in question. `TEDeactivate` changes the highlighting for the current selection in that record to show that it is inactive. Any user editing actions (keystrokes, cut and paste) have no effect on the deactivated record.

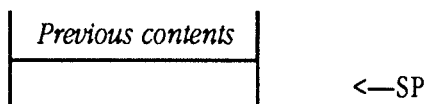
Your application need issue this call only if it is managing its own TextEdit records. If your program uses TextEdit controls, it should not issue this call; TaskMaster manages the control automatically.

**Parameters**

Stack before call



Stack after call



<b>Errors</b>	\$2202	<code>teNotStarted</code>	TextEdit has not been started
	\$2203	<code>teInvalidHandle</code>	<i>teHandle</i> does not refer to a valid <code>TERecord</code>

```

C          extern pascal void TEdoactivate(teHandle);

          Long      teHandle;

```



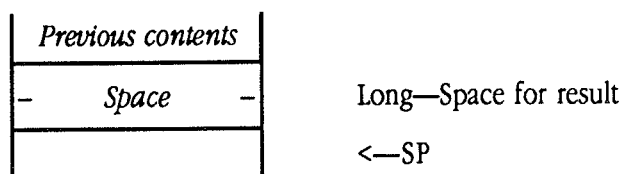
---

**TEGetDefProc \$2222**

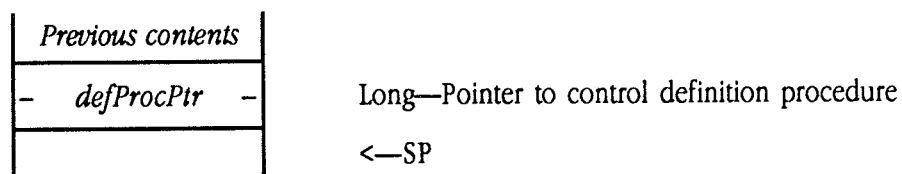
Returns the address of the TextEdit control definition procedure. The system issues this call when the Control Manager starts up in order to obtain the address of the TextEdit control definition procedure. This call is not intended for application use.

**Parameters**

Stack before call



Stack after call



**Errors**            None

**C**                    `extern pascal Pointer TEGetDefProc();`

---

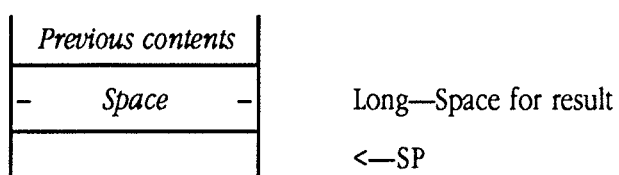
**TEGetInternalProc** \$2622

Returns a pointer to the low-level procedure routine for TextEdit.

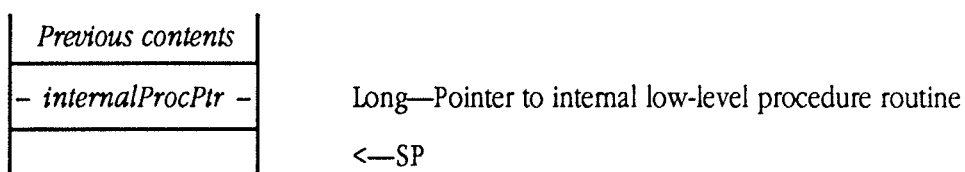
This call is reserved for future use by application programs to access certain low-level TextEdit routines.

**Parameters**

Stack before call



Stack after call



**Errors**                      None

**C**                      `extern pascal Pointer TEGetInternalProc();`



---

**TEGetRuler \$2322**

Returns the ruler definition for a TextEdit record. Your program specifies the destination for the ruler information and the `TERecord` corresponding to the appropriate record. `TEGetRuler` returns the `TERuler` record defining the ruler for the record in question.

**Parameters**

Stack before call

<i>Previous contents</i>		
<i>rulerDescriptor</i>		Word—Defines type of reference in <i>rulerRef</i>
— <i>rulerRef</i> —		Long—Reference to buffer to receive <code>TERuler</code> record
— <i>teHandle</i> —		Long—Handle of <code>TERecord</code> in memory; NULL for active record
		<—SP

Stack after call

<i>Previous contents</i>	
	<—SP

**Errors**            \$2202    `teNotStarted`            TextEdit has not been started

**C**                    `extern pascal void TEGetRuler(rulerDescriptor,`  
                               `rulerRef, teHandle);`

                      Word        `rulerDescriptor;`  
                       Long        `rulerRef, teHandle;`

<i>rulerDescriptor</i>	Defines the type of reference stored in <i>rulerRef</i> :	
<i>refIsPointer</i>	\$0000	<i>rulerRef</i> contains a pointer to a buffer to receive the <code>TERuler</code> structure
<i>refIsHandle</i>	\$0001	<i>rulerRef</i> contains a handle to a buffer to receive the <code>TERuler</code> structure
<i>refIsResource</i>	\$0002	<i>rulerRef</i> contains a resource ID which can be used to access a buffer to receive the <code>TERuler</code> structure
<i>refIsNewHandle</i>	\$0003	<i>rulerRef</i> contains a pointer to a four-byte buffer to receive a handle to the <code>TERuler</code> structure; <code>TEGetRuler</code> allocates the new handle and returns it in the specified buffer
<i>teHandle</i>	Specifies the <code>TextEdit</code> record for the operation. If your program specifies a <code>NULL</code> value, <code>TextEdit</code> works with the target <code>TextEdit</code> record. If there is no target record, then <code>TextEdit</code> does nothing and returns immediately to your program.	



---

**TEGetSelectionStyle \$1E22**

Returns all style information for the text in the current selection in a TextEdit record. Your program specifies the `TERecord` for the record in question and the addresses of buffers to receive the style data. `TEGetSelectionStyle` then loads the main output buffer with `TEStyle` structures describing all styles affecting text in the current selection. The first word in the buffer contains a counter indicating the number of `TEStyle` structures returned.

`TEGetSelectionStyle` also builds a common style record, which contains all style elements which are common to all text in the selection. A flag word directs your program to the relevant portions of the common style record, which is also in `TEStyle` format.

If there is no current selection, `TEGetSelectionStyle` returns the null style record, which defines the style that will be applied to any text inserted at the current caret position.

**Parameters**

Stack before call

Previous contents	
Space	Word—Space for result
– <i>commonStylePt</i> –	Long—Pointer to <code>TEStyle</code> buffer for common style record
– <i>styleHandle</i> –	Long—Handle to buffer for style information
– <i>teHandle</i> –	Long—Handle of <code>TERecord</code> in memory; NULL for active record
	<—SP

Stack after call

Previous contents	
<i>commonFlag</i>	Word—Bit flag describing common style record contents
	<—SP

**Errors**                      \$2202      `teNotStarted`                      TextEdit has not been started

**C**                   extern pascal Word

                          TEGetSelectionMode(commonStylePtr,  
                          styleHandle, teHandle);

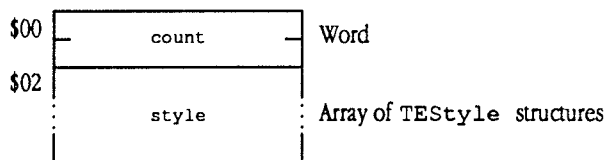
Pointer     commonStylePtr;

Long        styleHandle, teHandle;

*commonStylePtr*   Points to a buffer to receive a formatted **TEStyle** structure containing the style elements that are common to all text in the current selection. *commonFlag* indicates which portions of this **TEStyle** structure contain valid data.

*styleHandle*       Handle to a buffer to receive the style information for the current selection. **TEGetSelectionMode** returns as many **TEStyle** structures as are required to fully specify all the styles in the selection. If the buffer referenced by *styleHandle* cannot store enough **TEStyle** structures, **TEGetSelectionMode** automatically resizes the handle memory.

On return from **TEGetSelectionMode**, the buffer referenced by *styleHandle* will be formatted as follows:



<code>count</code>	Indicates the number of <code>TEStyle</code> structures in the <code>styles</code> array.
<code>styles</code>	Array of <code>count</code> <code>TEStyle</code> structures.
<i><code>teHandle</code></i>	Specifies the <code>TextEdit</code> record for the operation. If your program specifies a <code>NULL</code> value, <code>TextEdit</code> works with the target <code>TextEdit</code> record. If there is no target record, then <code>TextEdit</code> does nothing and returns immediately to your program.



<i>commonFlag</i>	Indicates which portions of the common style record pointed to by <i>commonStylePtr</i> are relevant:	
Reserved	bits 6–15	Will be set to 0
fUseFont	bit 5	The font family defined by the <code>fontID</code> field of the common style record is valid: 1 - Font family valid 0 - Font family not valid
fUseSize	bit 4	The font size defined by the <code>fontID</code> field of the common style record is valid: 1 - Font size valid 0 - Font size not valid
fUseForeColor	bit 3	The <code>foreColor</code> field of the common style record is valid: 1 - <code>foreColor</code> valid 0 - <code>foreColor</code> not valid
fUseBackColor	bit 2	The <code>backColor</code> field of the common style record is valid: 1 - <code>backColor</code> valid 0 - <code>backColor</code> not valid
fUseUserData	bit 1	The <code>userData</code> field of the common style record is valid: 1 - <code>userData</code> valid 0 - <code>userData</code> not valid
fUseAttributes	bit 0	The attributes defined by the <code>fontID</code> field of the common style record is valid: 1 - Font attributes valid 0 - Font attributes not valid

---

**TGGetText** \$0C22

---

Returns the text from a TextEdit record, including the style information associated with that text. Your program specifies the `TERecord` for the record in question, the format for the returned text, and buffers to receive the text and style data. `TGGetText` places the text in the return buffer in the format requested by your program; style information is returned in a `TEFormat` structure.

In addition, `TGGetText` returns a value indicating the total length of the text in the TextEdit record. This value represents the number of bytes of text in the record, not the number of bytes loaded into the return buffer. If the return buffer is too small to receive all the record text, `TGGetText` returns a `teBufferOverflow` error. This error is also returned if the text is too large to be returned in the specified format (for example, the record contains 300 text characters and your program requested an output Pascal string).

**Parameters**

Stack before call

<i>Previous contents</i>	
- <i>Space</i> -	Long—Space for result
<i>bufferDescriptor</i>	Word—Defines the format for text returned at <i>bufferRef</i>
- <i>bufferRef</i> -	Long—Reference to the output text buffer
- <i>bufferLength</i> -	Long—Length of the buffer referred to by <i>bufferRef</i>
<i>styleDescriptor</i>	Word—Defines the type of reference stored in <i>styleRef</i>
- <i>styleRef</i> -	Long—Reference to buffer for <code>TEFormat</code> structure defining style
- <i>teHandle</i> -	Long—Handle of <code>TERecord</code> in memory; NULL for active record
	<—SP

Stack after call

<i>Previous contents</i>	
- <i>textLength</i> -	Long—Total length of all text in record
	<—SP

<b>Errors</b>	\$2202	teNotStarted	TextEdit has not been started
	\$2203	teInvalidHandle	<i>teHandle</i> does not refer to a valid TERecord
	\$2204	teInvalidDescriptor	Invalid descriptor value specified
	\$2208	teBufferOverflow	The output buffer was too small to accept all data
	Memory Manager errors		Returned unchanged

**C**      `extern pascal Long TEGetText(bufferDescriptor,  
bufferRef, bufferLength, styleDescriptor, styleRef,  
teHandle);`

Long      `bufferRef, bufferLength, styleRef,  
teHandle;`

Word      `bufferDescriptor, styleDescriptor;`

*bufferDescriptor*      Defines the format in which TEGetText should return the record text,  
and the type of reference stored in *bufferRef*:

Reserved	bits 5–16	Must be set to 0
refFormat	bits 3–4	Defines the type of reference stored in <i>bufferRef</i> : 00 - <i>bufferRef</i> is a pointer to the output buffer; <i>bufferLength</i> contains the length of the buffer (in bytes) 01 - <i>bufferRef</i> is a handle to the output buffer; <i>bufferLength</i> is ignored 10 - <i>bufferRef</i> is a resource ID for the output buffer (TextEdit will create the resource if it does not already exist); <i>bufferLength</i> is ignored 11 - <i>bufferRef</i> is a pointer to a four-byte buffer to receive a handle to the output text; TEGetText allocates the handle; <i>bufferLength</i> is ignored

<i>dataFormat</i>	bits 0–2	<p>Defines the format for the output text:</p> <p>000 - Output data will be formatted as a Pascal string (resource type of <code>rPString</code>)</p> <p>001 - Output data will be formatted as a C string (resource type of <code>rCString</code>)</p> <p>010 - Output data will be formatted as a Class 1 GS/OS input string (resource type of <code>rClInputString</code>)</p> <p>011 - Output data will be formatted as a Class 1 GS/OS output string (resource type of <code>rClOutputString</code>); application need not set the buffer size field</p> <p>100 - Output data will be formatted for input to LineEdit <code>TextBox2</code> tool call (resource type of <code>rTextBox2</code>)—see Chapter 10, “LineEdit Tool Set,” in the <i>Toolbox Reference</i> for details</p> <p>101 - Output data will be returned as an unformatted text block (resource type of <code>rText</code>)</p> <p>110 - Invalid</p> <p>111 - Invalid</p>
<i>bufferLength</i>	<p>Defines the length of the output buffer referenced by <i>bufferRef</i>, if <i>refFormat</i> indicates that <i>bufferRef</i> contains a pointer. For other types of references, this field is ignored.</p>	
<i>styleDescriptor</i>	<p>Defines the type of reference stored in <i>styleRef</i>:</p>	
<i>refIsPointer</i>	\$0000	<i>styleRef</i> contains a pointer to a buffer to receive the <code>TEFormat</code> structure
<i>refIsHandle</i>	\$0001	<i>styleRef</i> contains a handle to a buffer to receive the <code>TEFormat</code> structure
<i>refIsResource</i>	\$0002	<i>styleRef</i> contains a resource ID which can be used to access a buffer to receive the <code>TEFormat</code> structure
<i>refIsNewHandle</i>	\$0003	<i>styleRef</i> contains a pointer to a four-byte buffer to receive a handle to the <code>TEFormat</code> structure; <code>TEGetText</code> allocates the new handle and returns it in the specified buffer
<i>styleRef</i>	<p>Reference to buffer to receive style information, in <code>TEFormat</code> structure form. If this field is set to NULL, then <code>TEGetText</code> will not return any style information, and will ignore <i>styleDescriptor</i>.</p>	

<i>teHandle</i>	Specifies the TextEdit record for the operation. If your program specifies a NULL value, TextEdit works with the target TextEdit record. If there is no target record, then TextEdit does nothing and returns immediately to your program.
<i>textLength</i>	Indicates the number of bytes of text in the record. Note that this value may exceed the number of bytes returned at <i>bufferRef</i> , if the referenced buffer is too small to receive all the text. In this case, <code>TEGetText</code> also returns a <code>teBufferOverflow</code> error code.

---

**TEGetTextInfo \$0D22**

Returns a variable-sized information record describing a TextEdit record. Your program specifies the `TERecord` for the TextEdit record in question, the address of a buffer to receive the information record, and a value indicating how much data `TEGetTextInfo` should return. The system returns the appropriate data at the specified location.

**Parameters**

Stack before call

Previous contents	
- <i>infoRecPtr</i> -	Long—Pointer to buffer for information record
<i>parameterCount</i>	Word—Specifies the number of fields to return
- <i>teHandle</i> -	Long—Handle of <code>TERecord</code> in memory; NULL for active record
	<—SP

Stack after call

Previous contents
<—SP

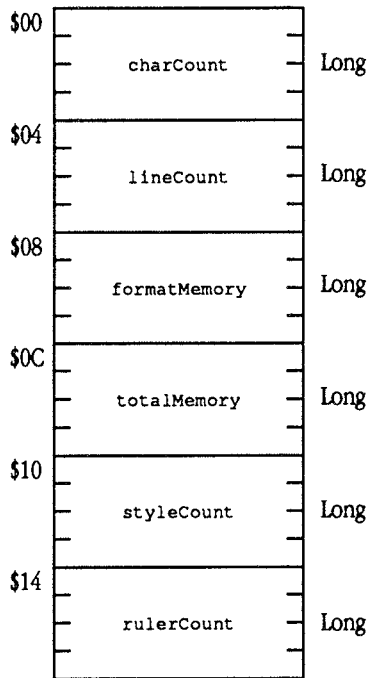
<b>Errors</b>	\$2202	<code>teNotStarted</code>	TextEdit has not been started
	\$2203	<code>teInvalidHandle</code>	<i>teHandle</i> does not refer to a valid <code>TERecord</code>
	\$2206	<code>teInvalidPCount</code>	Invalid parameter count value specified

**C**

```
extern pascal void TEGetTextInfo(infoRecPtr,
                                parameterCount, teHandle);

Pointer  infoRecPtr;
Long     teHandle;
Word     parameterCount;
```

*infoRecPtr* Points to a buffer to receive a partial or complete information record, depending upon the value of *parameterCount*. The information record is formatted as follows (future versions of TextEdit may add fields to the end of this record):



<i>charCount</i>	Contains the number of text characters in the record.
<i>lineCount</i>	Contains the number of lines in the record. A line is defined as all text that is displayed on a single line of the screen, based upon the current display options.
<i>formatMemory</i>	The amount of memory (in bytes) required to store the style information for the record.
<i>totalMemory</i>	The amount of memory (in bytes) required for the record, including both text and style data.
<i>styleCount</i>	The number of unique styles defined for the record.
<i>rulerCount</i>	The number of rulers defined for the record.

- parameterCount* Specifies the number of information record fields to be returned by `TEGetTextInfo`. Valid values lie in the range from 1 to 6. Values outside this range yield a `teInvalidPCount` error code. The returned data always begin with the `charCount` field, and continue until the specified number of fields have been formatted.
- teHandle* Specifies the `TextEdit` record for the operation. If your program specifies a `NULL` value, `TextEdit` works with the target `TextEdit` record. If there is no target record, then `TextEdit` does nothing and returns immediately to your program.



---

**TEIdle \$0E22**

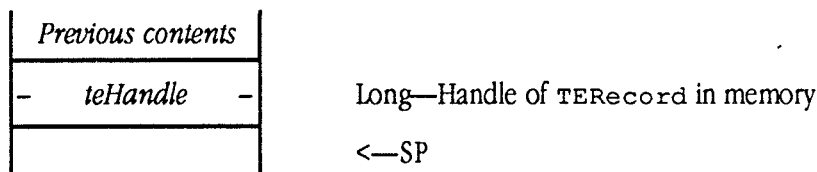
Provides processor time to TextEdit so that it can blink the cursor and perform background tasks. Your program specifies the `TERecord` for the record. TextEdit then determines whether enough time has elapsed to require a cursor blink, and, if so, blinks the cursor. In addition, TextEdit performs any necessary background processing for the record.

Your application need issue this call only if it is managing its own TextEdit records. If your program uses TextEdit controls, it should not issue this call; TaskMaster manages the control automatically.

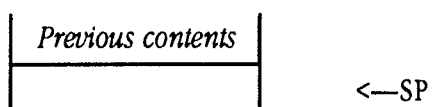
Your program should call `TEIdle` often—usually every time through the main event loop, and periodically during time-consuming operations. If your program does not call `TEIdle` often enough, the cursor will blink irregularly. TextEdit ensures that the cursor blink rate does not exceed that specified by the user's control panel setting.

**Parameters**

Stack before call



Stack after call



**Errors**            **\$2202**        `teNotStarted`            TextEdit has not been started

**C**                    `extern pascal void TEIdle(teHandle);`

                  Long        `teHandle;`

---

**TEInsert** \$1A22

Inserts a block of text before the current selection in a TextEdit record, and then redraws the text screen. Your program specifies the text and style data to be inserted and the **TERecord** for the record. **TEInsert** then inserts the text and style data at the current selection.

This call does not affect the desk scrap.

**Parameters**

Stack before call

<i>Previous contents</i>			
	<i>textDescriptor</i>		Word—Defines the format for text stored at <i>textRef</i>
—	<i>textRef</i>	—	Long—Reference to the input text buffer
—	<i>textLength</i>	—	Long—Length of the buffer referred to by <i>textRef</i>
	<i>styleDescriptor</i>		Word—Defines the type of reference stored in <i>styleRef</i>
—	<i>styleRef</i>	—	Long—Reference to <b>TEFormat</b> structure defining style for text
—	<i>teHandle</i>	—	Long—Handle of <b>TERecord</b> in memory; NULL for active record
			<—SP

Stack after call

<i>Previous contents</i>		
		<—SP

<b>Errors</b>	\$2202	teNotStarted	TextEdit has not been started
	\$220C	teInvalidTextBox2	The <b>TextBox2</b> format codes were inconsistent
	Memory Manager errors		Returned unchanged

**C**      `extern pascal void TEInsert(textDescriptor, textRef, textLength, styleDescriptor, styleRef, teHandle);`

Long      `textRef, textLength, styleRef, teHandle;`

Word      `textDescriptor, styleDescriptor;`

<i>textDescriptor</i>	Defines the format of the text to be inserted, and the type of reference stored in <i>textRef</i> :	
Reserved	bits 5–16	Must be set to 0
refFormat	bits 3–4	Defines the type of reference stored in <i>textRef</i> : 00 - <i>textRef</i> is a pointer to the text buffer; <i>textLength</i> contains the length of the buffer (in bytes) 01 - <i>textRef</i> is a handle to the text buffer; <i>textLength</i> is ignored 10 - <i>textRef</i> is a resource ID for the text buffer; <i>textLength</i> is ignored 11 - Invalid
dataFormat	bits 0–2	Defines the format of the text: 000 - Text is a Pascal string (resource type of <i>rPString</i> ) 001 - Text is a C string (resource type of <i>rcString</i> ) 010 - Text is a Class 1 GS/OS input string (resource type of <i>rc1InputString</i> ) 011 - Text is a Class 1 GS/OS output string (resource type of <i>rc1OutputString</i> ) 100 - Text is formatted for input to LineEdit <i>TextBox2</i> tool call (resource type of <i>rTextBox2</i> )—see Chapter 10, “LineEdit Tool Set,” in the <i>Toolbox Reference</i> for details; style data in the text overrides that specified by <i>styleRef</i> 101 - Text is an unformatted text block (resource type of <i>rText</i> ) 110 - Invalid 111 - Invalid
<i>textLength</i>	Defines the length of the buffer referenced by <i>textRef</i> . This field is only valid for reference types that do not contain length data (see <i>textDescriptor</i> ). For other types of references, this field is ignored.	
<i>styleDescriptor</i>	Defines the type of reference stored in <i>styleRef</i> :	
refIsPointer	\$0000	<i>styleRef</i> contains a pointer to a <i>TEFormat</i> structure
refIsHandle	\$0001	<i>styleRef</i> contains a handle to a <i>TEFormat</i> structure
refIsResource	\$0002	<i>styleRef</i> contains a resource ID which can be used to access a buffer containing the <i>TEFormat</i> structure

<i>styleRef</i>	Reference to buffer containing style information, in <code>TEFormat</code> structure form. If this field is set to <code>NULL</code> , then <code>TEInsert</code> will use the style of the first character in the current selection for the record, and will ignore <i>styleDescriptor</i> .
<i>teHandle</i>	Specifies the <code>TextEdit</code> record for the operation. If your program specifies a <code>NULL</code> value, <code>TextEdit</code> works with the target <code>TextEdit</code> record. If there is no target record, then <code>TextEdit</code> does nothing and returns immediately to your program.

---

**TEKey \$1422**

Processes a keystroke for a TextEdit record. Your program specifies the `TERecord` for the record and the event record for the keystroke. `TEKey` then processes the key. If the keystroke is a control key (one that requires special processing, as outlined in "Standard TextEdit key sequences" earlier in this chapter), `TEKey` performs the appropriate TextEdit action. If the keystroke is not a control key, `TEKey` inserts the corresponding character into the text of the target TextEdit record at the current selection.

Your application need issue this call only if it is managing its own TextEdit records. If your program uses TextEdit controls, it should not issue this call; TaskMaster manages the control automatically.

Your program should issue this call in response to `KeyDown` or `AutoKey` events.

**Parameters**

Stack before call

<i>Previous contents</i>	
- <i>eventRecordPtr</i> -	Long—Pointer to event record for the key
- <i>teHandle</i> -	Long—Handle of <code>TERecord</code> in memory
	<—SP

Stack after call

<i>Previous contents</i>	
	<—SP

<b>Errors</b>	\$2202 <code>teNotStarted</code>	TextEdit has not been started
	Memory Manager errors	Returned unchanged

**C**                    `extern pascal void TEKey(eventRecordPtr, teHandle);`

                  Pointer    `eventRecordPtr;`  
                   Long        `teHandle;`

*eventRecordPtr*    Points to the event record describing the keystroke. For information on the format and content of event records, see Chapter 7, "Event Manager," in the *Toolbox Reference*.

---

**TEKill \$0A22**

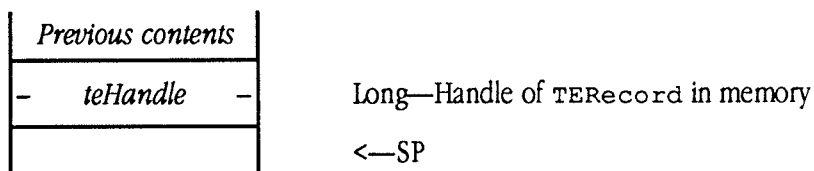
Deallocates a `TERecord` and all associated memory. Your program specifies the `TERecord` to be freed. `TEKill` then releases the record and any memory supporting it. `TEKill` does not erase or invalidate the screen, nor does it make another record the target if the target record is killed. Your program must take care of these duties.

Your program should issue this call only when it is completely through with the `TERecord` and its `TextEdit` record—all text associated with the record is lost after this call.

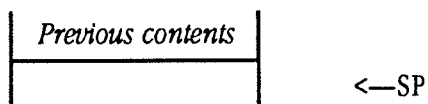
If your program uses `TextEdit` controls it may issue the `KillControls` or `DisposeControl` Control Manager tool calls instead of `TEKill`.

**Parameters**

Stack before call



Stack after call



<b>Errors</b>	\$2202	<code>teNotStarted</code>	TextEdit has not been started
	\$2203	<code>teInvalidHandle</code>	<i>teHandle</i> does not refer to a valid <code>TERecord</code>

**C**

```
extern pascal void TEKill(teHandle);

Long      teHandle;
```

---

**TENew \$0922**

Allocates a new `TextEdit` record in the current port, and returns the `TERecord` defining that record. Your program specifies the parameters for that record in a `TEParamBlock` structure (see “`TextEdit` data structures” earlier in this chapter for information on the format and content of the `TEParamBlock`). `TextEdit` then allocates and formats the `TERecord` for the record.

The bounds rectangle specified in the `TEParamBlock` must be large enough to completely enclose a single character in the largest allowable font for the record.

Your program should issue this call only if it is not using `TextEdit` controls. In order to create a `TextEdit` control, use the `NewControl2` Control Manager tool call (see Chapter 28, “Control Manager Update,” in this book). Note that `NewControl2` may be used to create several controls at once.

**Parameters**

Stack before call

Previous contents	
– Space –	Long—Space for result
– parameterBlock –	Long—Pointer to formatted <code>TEParamBlock</code>
	<—SP

Stack after call

Previous contents	
– teHandle –	Long—Handle to new <code>TERecord</code>
	<—SP

<b>Errors</b>	\$2202	teNotStarted	TextEdit has not been started
	\$2204	teInvalidDescriptor	Invalid descriptor value specified
	\$2205	teInvalidFlag	<i>textFlags</i> field of <code>TEParamBlock</code> is invalid
	\$2206	teInvalidPCount	Invalid parameter count value specified
		Memory Manager errors	Returned unchanged

**C**           extern pascal Long TENew(parameterBlock);  
              Pointer   parameterBlock;



---

**TEOffsetToPoint \$2022**

Converts a text byte offset into a pixel position expressed in the local coordinates of the GrafPort containing the TextEdit record. Your program specifies the byte offset to the character in question, the addresses of buffers to receive the pixel position information, and the TERecord for the record. TEOffsetToPoint then determines the pixel position for the character.

The returned pixel position is expressed as two signed long integers. If the specified offset is beyond the end of the text for the record, TEOffsetToPoint returns the position of the last character. Note that if the specified character lies above the display rectangle, the vertical position component will be a negative value. The pixel position is not expressed as a QuickDraw II point, because the TextEdit drawing space is larger than the QuickDraw II drawing space.

The TEPointToOffset call performs the inverse operation, converting a pixel position into a text offset.

**Parameters**

Stack before call

<i>Previous contents</i>		
—	<i>textOffset</i>	—
—	<i>vertPosPtr</i>	—
—	<i>horzPosPtr</i>	—
—	<i>teHandle</i>	—
		<—SP

Stack after call

<i>Previous contents</i>
<—SP

**Errors**

\$2202

teNotStarted

TextEdit has not been started



---

**TEPaintText** \$1322

Prints the text from a TextEdit record. Your program specifies the destination rectangle and GrafPort, print control information, and the TextEdit record from which **TEPaintText** is to print. TextEdit then draws the appropriate record text into the specified rectangle and GrafPort. **TEPaintText** begins printing at a line number you specify, and continues until the destination rectangle has been filled. The routine then returns the next line number to be printed so that your program can issue the next call correctly.

Your program issues this tool call within a Print Manager job, which you start by calling **PrOpenDoc**. The Print Manager returns the GrafPort pointer when you initiate the job. Refer to Chapter 15, "Print Manager," of the *Toolbox Reference* for complete information on starting, managing, and ending a print job.

Note that this call is not limited to printing; your application can use this tool call to paint into any GrafPort.

**Parameters**

Stack before call

<i>Previous contents</i>			
—	<i>Space</i>	—	Long—Space for result
—	<i>grafPort</i>	—	Long—Pointer to destination GrafPort
—	<i>startingLine</i>	—	Long—Starting line number for print operation
—	<i>rectPtr</i>	—	Long—pointer to the destination rectangle in GrafPort
	<i>flags</i>		Word—Control flags for the print operation
—	<i>teHandle</i>	—	Long—Handle of <b>TERecord</b> in memory; NULL for active record
			<—SP

Stack after call

<i>Previous contents</i>			
—	<i>nextLine</i>	—	Long—Next line number to print
			<—SP

<b>Errors</b>	\$2202	teNotStarted	TextEdit has not been started
	\$2209	teInvalidLine	Starting line value is greater than the number of lines in the text (end-of-file)

**C**           extern pascal Long TEPaintText (grafPort,  
  startingLine, rectPtr, flags, teHandle);

Pointer    grafPort, rectPtr;  
Long       startingLine, teHandle;  
Word       flags;

*startingLine*   Specifies the first line to be printed. A line is defined as all text that is displayed on a single line of the screen, based upon the current display options.

*grafPort*       Points to a QuickDraw II GrafPort definition which describes the destination for the print operation. For more information on the format, content, and use of the GrafPort structure, see Chapter 16, "QuickDraw II," in the *Toolbox Reference*.

*rectPtr*        Points to a structure defining the destination rectangle for the print operation. This rectangle essentially defines the output page size, and must lie in the output GrafPort specified by *grafPort*. Each print operation initiated by TEPaintText ends when the rectangle described by the structure pointed to by *rectPtr* fills. Refer to the description of the PROpenPage tool call in Chapter 15, "Print Manager," of the *Toolbox Reference* for more information on this frame rectangle.

*flags*           Controls the print operation:

fPartialLines	bit 15	Reserved; must be set to 0
fDontDraw	bit 14	Controls printing:
		0 - Print data
		1 - Calculate the number of lines that will fit in <i>rectPtr</i> , but do not print— <i>nextLine</i> still contains next line to print just as if text had been printed (supports page skip)

Reserved        bits 0–13   Must be set to 0

*teHandle*       Specifies the TextEdit record for the operation. If your program specifies a NULL value, TextEdit works with the target TextEdit record. If there is no target record, then TextEdit does nothing and returns immediately to your program.

---

**TEPaste \$1822**

Replaces the current selection with the contents of the desk scrap, including both text and style information. Your program specifies the `TERecord` for the TextEdit record in which the operation is to take place. `TEPaste` then pastes the data from the desk scrap into the record text. If the desk scrap is empty, the current selection is untouched.

Your application need issue this call only if it is managing its own TextEdit records. If your program uses TextEdit controls, it should not issue this call; TaskMaster manages the control automatically.

**Parameters**

Stack before call

Previous contents	
- teHandle -	Long—Handle of <code>TERecord</code> in memory; NULL for active record
	<—SP

Stack after call

Previous contents	
	<—SP

<b>Errors</b>	\$2202 <code>teNotStarted</code> Memory Manager errors	TextEdit has not been started Returned unchanged
---------------	---	---

**C**                `extern pascal void TEPaste(teHandle);`

Long            `teHandle;`

*teHandle*        Specifies the TextEdit record for the operation. If your program specifies a NULL value, TextEdit works with the target TextEdit record. If there is no target record, then TextEdit does nothing and returns immediately to your program.

---

**TEPointToOffset \$2122**

Converts a pixel position expressed in the local coordinates of the GrafPort containing the TextEdit record into a text byte offset into the text for the record. Your program specifies the pixel position in terms of its relative horizontal and vertical location in the GrafPort, but not as a QuickDraw II point. `TEPointToOffset` then generates the appropriate text offset within the record.

The vertical and horizontal components of the pixel position are represented as signed `Long` integers. If the specified position lies before the first text character in the record, then the returned offset will be \$00000000. If the position is after the last text character, the call returns the offset of the last character in the record. If your program specifies a horizontal position beyond the last character in a line, `TEPointToOffset` returns the offset of the last character in the line.

The `TEOffsetToPoint` call performs the inverse operation, converting a text offset into a pixel position.

**Parameters**

Stack before call

<i>Previous contents</i>		
—	<i>Space</i>	—
—	<i>vertPos</i>	—
—	<i>horzPos</i>	—
—	<i>teHandle</i>	—

Long—Space for result

Long—Vertical position component

Long—Horizontal position component

Long—Handle of `TERecord` in memory; NULL for active record

<—SP

Stack after call

<i>Previous contents</i>		
—	<i>textOffset</i>	—

Long—Byte offset to text corresponding to pixel position

<—SP

**Errors**

\$2202

`teNotStarted`

TextEdit has not been started

```
C      extern pascal Long TEPointToOffset(vortPos, horzPos,
                                         teHandle);
```

```
Long      vertPos, horzPos, teHandle;
```

*teHandle* Specifies the TextEdit record for the operation. If your program specifies a NULL value, TextEdit works with the target TextEdit record. If there is no target record, then TextEdit does nothing and returns immediately to your program.

---

**TEReplace \$1B22**

Replaces the current selection in a TextEdit record with a specified block of text, and then redraws the text screen. Your program specifies the text and style data to be inserted and the TEREcord for the record. TEREplace then inserts the text and style data in place of the current selection.

This call does not affect the desk scrap.

**Parameters**

Stack before call

<i>Previous contents</i>	
<i>textDescriptor</i>	Word—Defines the format for text stored at <i>textRef</i>
— <i>textRef</i> —	Long—Reference to the input text buffer
— <i>textLength</i> —	Long—Length of the buffer referred to by <i>textRef</i>
<i>styleDescriptor</i>	Word—Defines the type of reference stored in <i>styleRef</i>
— <i>styleRef</i> —	Long—Reference to TEFFormat structure defining style for text
— <i>teHandle</i> —	Long—Handle of TEREcord in memory; NULL for active record
	<—SP

Stack after call

<i>Previous contents</i>	
	<—SP

<b>Errors</b>	\$2202	teNotStarted	TextEdit has not been started
	\$220C	teInvalidTextBox2	The TextBox2 format codes were inconsistent
		Memory Manager errors	Returned unchanged

**C**

```
extern pascal void TEREplace(textDescriptor,
                             textRef, textLength, styleDescriptor,
                             styleRef, teHandle);
```

Long     textRef, textLength, styleRef, teHandle;  
Word     textDescriptor, styleDescriptor;



<i>textDescriptor</i>	Defines the format of the text to be inserted, and the type of reference stored in <i>textRef</i> :	
Reserved	bits 5–16	Must be set to 0
refFormat	bits 3–4	Defines the type of reference stored in <i>textRef</i> : 00 - <i>textRef</i> is a pointer to the text buffer; <i>textLength</i> contains the length of the buffer (in bytes) 01 - <i>textRef</i> is a handle to the text buffer; <i>textLength</i> is ignored 10 - <i>textRef</i> is a resource ID for the text buffer; <i>textLength</i> is ignored 11 - Invalid
dataFormat	bits 0–2	Defines the format of the text: 000 - Text is a Pascal string (resource type of <i>rPString</i> ) 001 - Text is a C string (resource type of <i>rCString</i> ) 010 - Text is a Class 1 GS/OS input string (resource type of <i>rC1InputString</i> ) 011 - Text is a Class 1 GS/OS output string (resource type of <i>rC1OutputString</i> ) 100 - Text is formatted for input to LineEdit TextBox2 tool call (resource type of <i>rTextBox2</i> )—see Chapter 10, “LineEdit Tool Set,” in the <i>Toolbox Reference</i> for details; style data in the text overrides that specified by <i>styleRef</i> 101 - Text is an unformatted text block (resource type of <i>rText</i> ) 110 - Invalid 111 - Invalid
<i>textLength</i>	Defines the length of the buffer referenced by <i>textRef</i> . This field is only valid for reference types that do not contain length data (see <i>textDescriptor</i> ). For other types of references, this field is ignored.	
<i>styleDescriptor</i>	Defines the type of reference stored in <i>styleRef</i> :	
refIsPointer	\$0000	<i>styleRef</i> contains a pointer to a <i>TEFormat</i> structure
refIsHandle	\$0001	<i>styleRef</i> contains a handle to a <i>TEFormat</i> structure
refIsResource	\$0002	<i>styleRef</i> contains a resource ID which can be used to access a buffer containing the <i>TEFormat</i> structure

<i>styleRef</i>	Reference to buffer containing style information, in <code>TEFormat</code> structure form. If this field is set to <code>NULL</code> , then <code>TEInsert</code> will use the first defined style in the current selection for the record, and will ignore <i>styleDescriptor</i> .
<i>teHandle</i>	Specifies the <code>TextEdit</code> record for the operation. If your program specifies a <code>NULL</code> value, <code>TextEdit</code> works with the target <code>TextEdit</code> record. If there is no target record, then <code>TextEdit</code> does nothing and returns immediately to your program.

---

**TEScroll \$2522**

Scrolls the text in a TextEdit record. Your program specifies control information for the scroll and the `TERecord` for the record. `TEScroll` then updates the current position for the record accordingly.

**Parameters**

Stack before call

<i>Previous contents</i>	
<i>scrollDescriptor</i>	Word—Control information for the scroll operation
– <i>vertAmount</i> –	Long—Vertical amount to scroll (this is a signed value)
– <i>horzAmount</i> –	Long—Horizontal amount to scroll (Must be set to 0)
– <i>teHandle</i> –	Long—Handle of <code>TERecord</code> in memory; NULL for active record
	<—SP

Stack after call

<i>Previous contents</i>
<—SP

**Errors**      \$2202      `teNotStarted`      TextEdit has not been started

```
C
extern pascal void TESScroll (vertAmount, horzAmount,
                              teHandle);

Long    vertAmount, horzAmount, teHandle;
```

<i>scrollDescriptor</i>	Defines the nature of the scroll operation, and the use of and units for <i>vertAmount</i> and <i>horzAmount</i> :
\$0000	Scroll to absolute text position, place at top of window. The <i>vertAmount</i> parameter contains the offset value for the text character to place at the top of the TextEdit display window. The <i>horzAmount</i> parameter is ignored.
\$0001	Scroll to absolute text position, center in window. The <i>vertAmount</i> parameter contains the offset value for the text character to place in the center of the TextEdit display window. The <i>horzAmount</i> parameter is ignored.
\$0002	Scroll to line, place at top of window. The <i>vertAmount</i> parameter contains a line number specifying which text line to place at the top of the TextEdit display window. The <i>horzAmount</i> parameter is ignored.
\$0003	Scroll to line, center in window. The <i>vertAmount</i> parameter contains a line number specifying which text line to center in the TextEdit display window. The <i>horzAmount</i> parameter is ignored.
\$0004	Scroll to absolute unit position, place at top of window. The <i>vertAmount</i> parameter contains a value to which to scroll the top of the TextEdit window, in units defined by the value of the <i>vertScrollAmount</i> field of the TEREcord for the record. The <i>horzAmount</i> parameter must be set to 0.
\$0005	Scroll to relative unit position, place at top of window. The <i>vertAmount</i> parameter contains a value to add to contents of the <i>vertScrollPos</i> field of the TEREcord for the record, in units defined by the value of the <i>vertScrollAmount</i> field of that TEREcord. The <i>horzAmount</i> parameter must be set to 0.
<i>teHandle</i>	Specifies the TextEdit record for the operation. If your program specifies a NULL value, TextEdit works with the target TextEdit record. If there is no target record, then TextEdit does nothing and returns immediately to your program.

---

**TESetRuler \$2422**

Sets the ruler for a TextEdit record. Your program specifies the new ruler definition, in `TERuler` format, and the `TERecord` for the record. `TESetRuler` then sets the ruler as specified, and reformats all text in the record. For TextEdit controls, `TESetRuler` invalidates the entire display rectangle (the screen will be redrawn on the next update event). For TextEdit records that are not controls, `TESetRuler` redraws the screen.

**Parameters**

Stack before call

<i>Previous contents</i>			
<i>rulerDescriptor</i>		Word—Defines type of reference in <i>rulerRef</i>	
–	<i>rulerRef</i>	–	Long—Reference to buffer containing new TERuler structure
–	<i>teHandle</i>	–	Long—Handle of TERecord in memory; NULL for active record
			<—SP

Stack after call

<i>Previous contents</i>	
	<—SP

**Errors**      \$2202      `teNotStarted`      TextEdit has not been started

**C**              `extern pascal void TEsSetRuler(rulerDescriptor,`  
    `rulerRef, teHandle);`

Word          `rulerDescriptor;`  
 Long          `rulerRef, teHandle;`

*rulerDescriptor*      Defines the type of reference stored in *rulerRef*:

<code>refIsPointer</code>	\$0000	<i>rulerRef</i> contains a pointer to a buffer containing the <code>TERuler</code> structure
<code>refIsHandle</code>	\$0001	<i>rulerRef</i> contains a handle to a buffer containing the <code>TERuler</code> structure
<code>refIsResource</code>	\$0002	<i>rulerRef</i> contains a resource ID which can be used to access a buffer containing the <code>TERuler</code> structure

*teHandle*

Specifies the TextEdit record for the operation. If your program specifies a NULL value, TextEdit works with the target TextEdit record. If there is no target record, then TextEdit does nothing and returns immediately to your program.

TESetSelection \$1D22

Sets the current selection for a TextEdit record. Your program specifies the starting and ending text byte offsets for the selection and the TEREcord for the record.

TESetSelection then updates the record accordingly.

If the ending offset value is less than the starting value, `TESetSelection` automatically swaps them. If either offset is beyond the end of the text for the record, it is reset to the offset for the last character.

## Parameters

Stack before call

<i>Previous contents</i>	
- <i>selectionStart</i> -	Long—Starting offset value
- <i>selectionEnd</i> -	Long—Ending offset value
- <i>teHandle</i> -	Long—Handle of TEREcord in memory; NULL for active record
	<—SP

Stack after call

Previous contents

<b>Errors</b>	\$2202	teNotStarted	TextEdit has not been started
	\$2203	teInvalidHandle	<i>teHandle</i> does not refer to a valid TEREcord

```
C      extern pascal void TESetSelection(selectionStart,
                                         selectionEnd, teHandle);

      Pointer  selectionStart, selectionEnd;
      Long     teHandle;
```

<i>ieHandle</i>	Specifies the TextEdit record for the operation. If your program specifies a NULL value, TextEdit works with the target TextEdit record. If there is no target record, then TextEdit does nothing and returns immediately to your program.
-----------------	--

**TESetText** \$0B22

Replaces the text in a TextEdit record, including style information, with supplied text and style data. Your program supplies the text and style information, along with the `TERecord` for the TextEdit record. `TESetText` then replaces any existing text and style information in the record with the supplied data. For TextEdit controls, `TESetText` then invalidates the entire display rectangle (the screen will be redrawn on the next update event). For TextEdit records that are not controls, `TESetText` redraws the screen immediately.

Supplied style information must be formatted in a `TEFormat` structure.

**Parameters**

Stack before call

<i>Previous contents</i>		
<i>textDescriptor</i>		Word—Defines the format for text stored at <i>textRef</i>
– <i>textRef</i> –		Long—Reference to the input text
– <i>textLength</i> –		Long—Length of the buffer referred to by <i>textRef</i>
<i>styleDescriptor</i>		Word—Defines the type of reference stored in <i>styleRef</i>
– <i>styleRef</i> –		Long—Reference to <code>TEFormat</code> structure defining style
– <i>teHandle</i> –		Long—Handle of <code>TERecord</code> in memory; NULL for active record
		<—SP

Stack after call

<i>Previous contents</i>		
		<—SP

<b>Errors</b>	\$2202	<code>teNotStarted</code>	TextEdit has not been started
	\$2203	<code>teInvalidHandle</code>	<i>teHandle</i> does not refer to a valid <code>TERecord</code>
	\$2204	<code>teInvalidDescriptor</code>	Invalid descriptor value specified
	Memory Manager errors		Returned unchanged



<b>C</b>	<pre>extern pascal void TEText (textDescriptor,                            textRef, textLength, styleDescriptor,                            styleRef, teHandle);  Long      textRef, textLength, styleRef, teHandle; Word      textDescriptor, styleDescriptor;</pre>
<i>textDescriptor</i>	Defines the format of the new text for the record, and the type of reference stored in <i>textRef</i> :
Reserved refFormat	<div>bits 5–16    Must be set to 0</div> <div>bits 3–4    Defines the type of reference stored in <i>textRef</i>: <ul style="list-style-type: none"> <li>00 - <i>textRef</i> is a pointer to the text; <i>textLength</i> contains the length of the buffer (in bytes)</li> <li>01 - <i>textRef</i> is a handle to the text; <i>textLength</i> is ignored</li> <li>10 - <i>textRef</i> is a resource ID for the text; <i>textLength</i> is ignored</li> <li>11 - Invalid value</li> </ul> </div>
dataFormat	<div>bits 0–2    Defines the format of the text: <ul style="list-style-type: none"> <li>000 - Text is a Pascal string (resource type of <code>rPString</code>)</li> <li>001 - Text is a C string (resource type of <code>rCString</code>)</li> <li>010 - Text is a Class 1 GS/OS input string (resource type of <code>rC1InputString</code>)</li> <li>011 - Text is a Class 1 GS/OS output string (resource type of <code>rC1OutputString</code>)</li> <li>100 - Text is formatted for input to LineEdit TextBox2 tool call (resource type of <code>rTextBox2</code>)—see Chapter 10, “LineEdit Tool Set,” in the <i>Toolbox Reference</i> for details; style data in the text overrides that specified by <i>styleRef</i></li> <li>101 - Text is an unformatted text block (resource type of <code>rText</code>)</li> <li>110 - Invalid</li> <li>111 - Invalid</li> </ul> </div>
<i>textLength</i>	Defines the length of the output buffer referenced by <i>textRef</i> . This field is only valid for reference types that do not contain length data (see <i>textDescriptor</i> ). For other types of references, this field is ignored.

<i>styleDescriptor</i>	Defines the type of reference stored in <i>styleRef</i> :	
<i>refIsPointer</i>	\$0000	<i>styleRef</i> contains a pointer to the <code>TEFormat</code> structure
<i>refIsHandle</i>	\$0001	<i>styleRef</i> contains a handle to the <code>TEFormat</code> structure
<i>refIsResource</i>	\$0002	<i>styleRef</i> contains a resource ID which can be used to access the <code>TEFormat</code> structure
<i>styleRef</i>	Reference to style information for the new text, in <code>TEFormat</code> structure form. If this field is set to NULL, then <code>TESetText</code> uses the first style encountered in the existing text for the record.	
<i>teHandle</i>	Specifies the <code>TextEdit</code> record for the operation. If your program specifies a NULL value, <code>TextEdit</code> works with the target <code>TextEdit</code> record. If there is no target record, then <code>TextEdit</code> does nothing and returns immediately to your program.	

**TESyleChange \$1F22**

Changes the style information for the current selection in a TextEdit record. Your program specifies the style information and the TEREcord for the record. TESyleChange then applies that new information to all the styles in the current selection. If there is no current selection, then the new style applies to the null style record, which defines style information for newly inserted text.

**Parameters**

Stack before call

Previous contents		
	<i>flags</i>	Word—Control flag for applying style data from TESyle
—	<i>stylePtr</i>	— Long—Pointer to TESyle structure
—	<i>teHandle</i>	— Long—Handle of TEREcord in memory; NULL for active record
		<—SP

Stack after call

Previous contents		
		<—SP

<b>Errors</b>	\$2202	teNotStarted	TextEdit has not been started
	\$2205	teInvalidFlag	Specified flag word is invalid

```

C      extern pascal void TESyleChange(flags, stylePtr,
                                     teHandle);

      Word      flags;
      Pointer    stylePtr;
      Long       teHandle;

```

<i>flags</i>	Indicates which portions of the <code>TEStyle</code> structure pointed to by <i>stylePtr</i> are relevant:	
Reserved	bits 7–15	Must be set to 0
<code>fReplaceFont</code>	bit 6	Controls use of font family defined by <code>fontID</code> field of <code>TEStyle</code> structure: 1 - Replace the font family for all styles in the current selection 0 - Do not change font family
<code>fReplaceSize</code>	bit 5	Controls use of font size defined by <code>fontID</code> field of <code>TEStyle</code> structure: 1 - Replace the font size for all styles in the current selection 0 - Do not change font size
<code>fReplaceForeColor</code>	bit 4	Controls use of <code>foreColor</code> field of <code>TEStyle</code> structure: 1 - Replace the foreground color for all styles in the current selection 0 - Do not change the foreground color
<code>fReplaceBackColor</code>	bit 3	Controls use of <code>backColor</code> field of <code>TEStyle</code> structure: 1 - Replace the background color for all styles in the current selection 0 - Do not change the background color
<code>fReplaceUserData</code>	bit 2	Controls the use of the <code>userData</code> field of the <code>TEStyle</code> structure: 1 - Replace the <code>userData</code> field for all styles in the current selection with that in the supplied <code>TEStyle</code> structure 0 - Do not change <code>userData</code> field
<code>fReplaceAttributes</code>	bit 1	Controls use of font attributes defined by the <code>fontID</code> field of <code>TEStyle</code> structure: 1 - Replace the font attributes for all styles in the current selection 0 - Do not change font attributes

**fSwitchAttributes**

bit 0

Controls attribute switching:

- 1 - If the entire selection contains the font attributes specified by the `TEStyle` structure `fontID` field, then these attributes are removed from the selection; otherwise, the specified attributes are added to those already defined for the selection (note that the attributes are considered together, not individually)
- 0 - Perform no attribute switching

- ◆ *Note:* The `fReplaceAttributes` and `fSwitchAttributes` flags are mutually exclusive. If both flags are set to 1, `TEStyleChange` returns a `teInvalidFlag` error code.

**stylePtr**

Points to a formatted `TEStyle` structure containing the style elements that are to be applied to the current selection. The *flags* parameter indicates which portions of this `TEStyle` structure contain valid data.

**teHandle**

Specifies the `TextEdit` record for the operation. If your program specifies a `NULL` value, `TextEdit` works with the target `TextEdit` record. If there is no target record, then `TextEdit` does nothing and returns immediately to your program.

---

**TEUpdate \$1222**

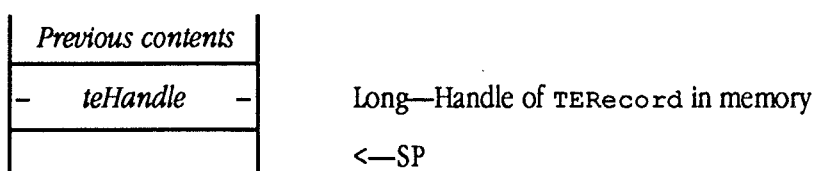
Redraws the screen for a TextEdit record. Your program specifies the `TERecord` for the record. `TEUpdate` then redraws the text for the record. Only that portion of the screen that must be redrawn is affected.

Your program should issue this call after the Window Manager `BeginUpdate` call, and before an `EndUpdate` call. Issue this call separately for each TextEdit record in the window. TextEdit returns very quickly if no redraw is required.

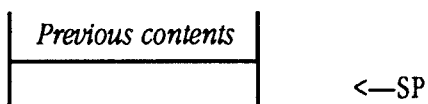
If your program uses TextEdit controls, use the ControlManager `DrawControls` tool call, rather than this one.

**Parameters**

Stack before call



Stack after call



<b>Errors</b>	\$2202	<code>teNotStarted</code>	TextEdit has not been started
	\$2203	<code>teInvalidHandle</code>	<i>teHandle</i> does not refer to a valid <code>TERecord</code>

```

C          extern pascal void TEUpdate(teHandle);

          Long      teHandle;

```

## TextEdit summary

This section summarizes the constants, data structures, and error codes used by the Resource Manager.

■ **Table 49-1**    TextEdit constants

Name	Value	Description
<b>Justification values</b>		
leftJust	\$0000	Left justify all text
rightJust	\$FFFF	Right justify all text
centerJust	\$0001	Center all text
fullJust	\$0002	Fully justify all text (both left and right margins)
<b>TERuler flags field values</b>		
fShowInvisibles	\$2000	Show invisible characters (space, tab, return)
fEqualLineSpacing	\$4000	TextEdit uses maximum line spacing for every line in the block
<b>TERuler tabType field values</b>		
noTabs	\$0000	No tabs defined—tabType is last field in TERuler structure
stdTabs	\$0001	Tabs every tabTerminator pixels—tabTerminator is last field in the TERuler structure; theTabs is omitted
absTabs	\$0002	Tabs at absolute locations specified by theTabs array
<b>TEParamBlock flags field values</b>		
fCtlInvis	\$0080	Controls visibility of the record
fRecordDirty	\$0040	Indicates whether text or style data have changed since the last save

**TEParamBlock moreFlags field values**

fCtlTarget	\$8000	Record is target of user keystrokes
fCtlCanBeTarget	\$4000	Record can be target of user keystrokes—must be set to 1
fCtlWantsEvents	\$2000	Must be set to 1
fCtlProcRefNotPtr	\$1000	Must be set to 1
fTellAboutGrow	\$0800	Record wants to know when the user changes the window size
fCtlIsMultiPart	\$0400	Must be set to 1
colorDescriptor	\$000C	Indicates type of reference in colorRef
styleDescriptor	\$0003	Indicates type of reference in styleRef

**TEParamBlock textFlags field values**

fNotControl	\$80000000	TextEdit Record is not a control
fSingleFormat	\$40000000	Only one ruler is allowed for record— must be set to 1
fSingleStyle	\$20000000	Only one style is allowed for record
fNoWordWrap	\$10000000	No word wrap is performed
fNoScroll	\$08000000	The text cannot scroll
fReadOnly	\$04000000	Text cannot be edited
fSmartCutPaste	\$02000000	Record supports intelligent cut and paste
fTabSwitch	\$01000000	Tab key switches user to next TextEdit record on the screen
fDrawBounds	\$00800000	TextEdit draws a box around text, inside the bounding rectangle
fColorHilight	\$00400000	Use color table for highlighting
fGrowRuler	\$00200000	Adjust right margin whenever the user changes the window size
fDisableSelection	\$00100000	User cannot select or edit text
fDrawInactiveSelection	\$00080000	TextEdit displays a box around an inactive selection



■ **Table 49-2**     **TextEdit data structures**

Name	Offset/Value	Type	Description
<b>TEColorTable</b>			
contentColor	\$0000	Word	Color for inside of bounds rectangle
outlineColor	\$0002	Word	Color for outline drawn around text
highlightForeColor	\$0004	Word	Foreground color for highlighted text
highlightBackColor	\$0006	Word	Background color for highlighted text; also used for caret
vertColorDescriptor	\$0008	Word	Specifies type of reference in vertColorRef
vertColorRef	\$000A	LongWord	Reference to color table for vertical scroll bar
horzColorDescriptor	\$000E	Word	Specifies type of reference in horzColorRef
horzColorRef	\$0010	LongWord	Reference to color table for horizontal scroll bar
growColorDescriptor	\$0014	Word	Specifies type of reference in growColorRef
growColorRef	\$0016	LongWord	Reference to color table for size box

- ◆ *Note:* All of the bits in each TEColorTable color word are significant. TextEdit forms color patterns by replicating the appropriate color word the appropriate number of times to form a QuickDraw II pattern.

**TEFormat (format structure)**

version	\$0000	Word	Version number for format structure— value must be \$0000
rulerListLength	\$0002	LongWord	Size, in bytes, of theRulerList array
theRulerList	\$0006	TERuler	Array of TERuler structures
styleListLength		LongWord	Size, in bytes, of theStyleList array
theStyleList		TEStyle	Array of TEStyle structures
numberOfStyles		LongWord	Number of entries in theStyles array
theStyles		StyleItem	Array of StyleItem structures

**TEParamBlock (parameter block for creating TextEdit structures)**

pCount	\$0000	Word	Number of parameters to follow—values range from 7 through 23
ID	\$0002	LongWord	Application assigned ID for record
rect	\$0006	Rect	Bounding rectangle for entire TextEdit record, including scroll bars and outlines
procRef	\$000E	LongWord	Must be set to \$85000000
flags	\$0012	Word	Control flags
moreFlags	\$0014	Word	More control flags
refCon	\$0016	LongWord	Reserved for application use
textFlags	\$001A	LongWord	TextEdit control flags
indentRect	\$001E	Rect	Specifies bounding rectangle for text in TextEdit record
vertBar	\$0026	Handle	Handle to vertical scroll bar
vertAmount	\$002A	Word	Number of pixels to scroll per click on vertical scroll arrows
horzBar	\$002C	Handle	Reserved—must be set to NULL
horzAmount	\$0030	Word	Reserved—must be set to \$0000
styleRef	\$0032	LongWord	Reference to initial style information for record
textDescriptor	\$0036	Word	Defines format of textRef
textRef	\$0038	LongWord	Reference to initial text for record
textLength	\$003C	LongWord	Length of text referred to by textRef
maxChars	\$0040	LongWord	Maximum number of characters allowed in record
maxLines	\$0044	LongWord	Must be set to NULL
maxCharsPerLine	\$0048	Word	Must be set to NULL
maxHeight	\$004A	Word	Must be set to NULL
colorRef	\$004C	LongWord	Reference to the TEColorTable for the record
drawMode	\$0050	Word	QuickDraw II text mode
filterProcPtr	\$0052	Pointer	Pointer to filter routine for the record

**TERecord (control structure for TextEdit records)**

ctrlNext	\$0000	Handle	Handle to next control in control list
inPort	\$0004	Pointer	Pointer to GrafPort for TextEdit record
boundsRect	\$0008	Rect	Bounding rectangle for record

ctrlFlag	\$0010	Byte	Low-order byte from TEParmBlock flags field
ctrlHilite	\$0011	Byte	Reserved
lastErrorCode	\$0012	Word	Last error generated by TextEdit
ctrlProc	\$0014	LongWord	Always set to \$85000000
ctrlAction	\$0018	LongWord	Reserved
filterProc	\$001C	Pointer	Pointer to filter procedure for the record
ctrlRefCon	\$0020	LongWord	Reserved for application
colorRef	\$0024	LongWord	Reference to TEColorTable for record
textFlags	\$0028	LongWord	TEParmBlock textFlags field
textLength	\$002C	LongWord	Length, in bytes, of text in record
blockList	\$0030	TextList	TextList structure describing text for the record
ctrlID	\$0038	Long	Application-assigned ID for the record
ctrlMoreFlags	\$003C	Word	TEParmBlock moreFlags field
ctrlVersion	\$003E	Word	Reserved
viewRect	\$0040	Rect	Bounding rectangle for text on screen
totalHeight	\$0048	LongWord	Total height of the text for the record, in pixels
lineSuper	\$004C	SuperHandle	Root reference for text in record
styleSuper	\$0058	SuperHandle	Root reference for styles in record
styleList	\$0064	Handle	Handle to list of unique styles
rulerList	\$0068	Handle	Handle to list of rulers
lineAtEndFlag	\$006C	Word	Indicates whether last character was a line break
selectionStart	\$006E	LongWord	Starting text offset for current selection
selectionEnd	\$0072	LongWord	Ending text offset for current selection
selectionActive	\$0076	Word	Indicates whether selection is active
selectionState	\$0078	Word	Indicates whether selection is on screen
caretTime	\$007A	LongWord	Tick count for caret blink
nullStyleActive	\$007E	Word	Indicates whether null style is to be used
nullStyle	\$0080	TEStyle	Style definition for null style
topTextOffset	\$008C	LongWord	Offset into record text corresponding to top of screen

topTextVPos	\$0090	Word	Difference between top of text and topmost scroll position
vertScrollBar	\$0092	Handle	Handle of vertical scroll bar
vertScrollPos	\$0096	LongWord	Current vertical scroll position
vertScrollMax	\$009A	LongWord	Maximum allowable vertical scroll from top of text
vertScrollAmount	\$009E	Word	Number of pixels to scroll on each vertical arrow click
horzScrollBar	\$00A0	Handle	Handle of horizontal scroll bar (not supported)
horzScrollPos	\$00A4	LongWord	Current horizontal scroll position (not supported)
horzScrollMax	\$00A8	LongWord	Maximum allowable horizontal scroll from left boundary (not supported)
horzScrollAmount	\$00AC	Word	Number of pixels to scroll on each horizontal arrow click (not supported)
growBoxHandle	\$00AE	Handle	Handle to the Size box control
maximumChars	\$00B2	LongWord	Maximum number of characters allowed in the text
maximumLines	\$00B6	LongWord	Maximum number of lines allowed in the text (not supported)
maxCharsPerLine	\$00BA	Word	Maximum number of characters allowed in a line (not supported)
maximumHeight	\$00BC	Word	Maximum text height, in pixels (not supported)
textDrawMode	\$00BE	Word	QuickDraw II drawing mode for the text
wordBreakHook	\$00C0	Pointer	Pointer to routine to handle word breaks
wordWrapHook	\$00C4	Pointer	Pointer to routine to handle word wrap
keyFilter	\$00C8	Pointer	Pointer to keystroke filter routine
theFilterRect	\$00CC	Rect	Rectangle for generic filter procedure
theBufferVPos	\$00D4	Word	Vertical component of current position for generic filter procedure
theBufferHPos	\$00D6	Word	Horizontal component of current position for generic filter procedure
theKeyRecord	\$00D8	KeyRecord	Parameters for keystroke filter routine
cachedSelcOffset	\$00E6	LongWord	Text offset for cached caret position

<code>cachedSelcVPos</code>	<code>\$00EA</code>	Word	Vertical component of cached caret position
<code>cachedSelcHPos</code>	<code>\$00EC</code>	Word	Horizontal component of cached caret position
<code>mouseRect</code>	<code>\$00EE</code>	Rect	Bounding rectangle for mouse events
<code>mouseTime</code>	<code>\$00F6</code>	LongWord	Tick count value when mouse button was last released
<code>mouseKind</code>	<code>\$00FA</code>	Word	Kind of last click
<code>lastClick</code>	<code>\$00FC</code>	Point	Location of last mouse click
<code>savedHPos</code>	<code>\$0100</code>	Word	Saved horizontal position for up and down arrows
<code>anchorPoint</code>	<code>\$0102</code>	Long	Anchor point for current selection

- ◆ *Note:* `TextEdit` maintains fields beyond `anchorPoint`. Applications should never access these fields or attempt to save the state of a `TextEdit` record by writing and reading the public fields documented here.

#### **TERuler (ruler structure)**

<code>leftMargin</code>	<code>\$0000</code>	Word	Left indent pixel count for all lines except those that start paragraphs
<code>leftIndent</code>	<code>\$0002</code>	Word	Left indent pixel count for lines that start paragraphs
<code>rightMargin</code>	<code>\$0004</code>	Word	Right text boundary, measured from left edge of text rectangle
<code>just</code>	<code>\$0006</code>	Word	Text justification flag
<code>extraLS</code>	<code>\$0008</code>	Word	Spacing between lines (in pixels)
<code>flags</code>	<code>\$000A</code>	Word	Control flags for the ruler
<code>userData</code>	<code>\$000C</code>	LongWord	Reserved for application use
<code>tabType</code>	<code>\$0010</code>	Word	Indicates type of tabs used
<code>theTabs</code>	<code>\$0012</code>	TabItem	Array of <code>TabItems</code> , one for each absolute tab stop
<code>tabTerminator</code>		Word	Either the spacing for standard tabs or a flag terminating the <code>theTabs</code> array

#### **TEStyle (style description structure)**

<code>fontID</code>	<code>\$0000</code>	LongWord	FontID for text using this style
<code>foreColor</code>	<code>\$0004</code>	Word	Foreground color for the style
<code>backColor</code>	<code>\$0006</code>	Word	Background color for the style
<code>userData</code>	<code>\$0008</code>	LongWord	Reserved for application use

**KeyRecord**

theChar	\$0000	Word	Character value to translate
theModifiers	\$0002	Word	Modifier key state bit flag (see Chapter 7, "Event Manager," for information on key modifiers)
theInputHandle	\$0004	Handle	Handle to character in text
cursorOffset	\$0008	LongWord	New cursor location
theOpCode	\$000C	Word	Operation code for key filter routine

**StyleItem (style reference structure)**

length	\$0000	LongWord	Number of text characters using the style
offset	\$0004	LongWord	Byte offset into theStyleList to entry that defines the style for this text

**SuperBlock**

nextHandle	\$0000	Handle	Handle to next SuperBlock in list
prevHandle	\$0004	Handle	Handle to previous SuperBlock in list
textLength	\$0008	LongWord	Number of bytes of text for this SuperBlock
	\$000C	LongWord	Reserved
theItems	\$0010	SuperItem	Array of SuperItems for this block

**SuperHandle**

cachedHandle	\$0000	Handle	Handle to the current SuperBlock
cachedOffset	\$0004	LongWord	Text offset to the start of the current SuperBlock
cachedIndex	\$0008	Word	Index value for current SuperBlock
itemsPerBlock	\$000A	Word	Number of SuperItems per SuperBlock

**SuperItem**

length	\$0000	LongWord	Number of bytes of text for this SuperItem
data	\$0004	LongWord	Data for the SuperItem

**TabItem (tab stop descriptor)**

tabKind	\$0000	Word	Must be set to \$0000
tabData	\$0002	Word	Pixel offset to the tab stop from left boundary of text rectangle

**TextBlock**

nextHandle	\$0000	Handle	Handle to next TextBlock in list
prevHandle	\$0004	Handle	Handle to previous TextBlock in list
textLength	\$0008	LongWord	Number of bytes of text in theText
flags	\$000C	Word	Reserved
	\$000E	Word	Reserved
theText	\$0010	Byte	textLength bytes of text

**TextList**

cachedHandle	\$0000	Handle	Handle to the current TextBlock
cachedOffset	\$0004	LongWord	Text offset to the start of the current TextBlock



■ Table 49-3     TextEdit error codes

Code	Name	Description
\$2201	teAlreadyStarted	TextEdit has already been started
\$2202	teNotStarted	TextEdit has not been started
\$2203	teInvalidHandle	The <i>teHandle</i> parameter does not refer to a valid TEREcord
\$2204	teInvalidDescriptor	Invalid descriptor value specified
\$2205	teInvalidFlag	Specified flag word is invalid
\$2206	teInvalidPCount	Invalid parameter count value specified
\$2207	Reserved	Reserved
\$2208	teBufferOverflow	The output buffer was too small to accept all data
\$2209	teInvalidLine	Starting line value is greater than the number of lines in the text (can be interpreted as end-of-file in some circumstances)
\$220A	teInvalidCall	This call is not allowed for the supplied TEREcord
\$220B	teInvalidParameter	A passed parameter was invalid
\$220C	teInvalidTextBox2	The TextBox2 format codes were inconsistent

## Chapter 50 **Text Tool Set Update**

This chapter documents new features of the Text Tool Set. The complete reference to the Text Tool Set is in Volume 2, Chapter 23 of the *Apple IIGS Toolbox Reference*.

---

## New features in the Text Tool Set

The following information describes new features in this version of the Text Tool Set.

The Text Tool Set now supports the Slot Arbiter. All set device calls (such as `SetOutputDevice`, `SetInputDevice`, and so forth) accept slot numbers 1 through 7 or 9 through 15. Previously, the external slots, slots 9 through 15, were not valid for these calls. If your application specifies an external slot, the Text Tool Set will route the calls as appropriate. If your application specifies a slot from 1 through 7, the Text Tool Set determines whether the slot is internal or external, and routes the calls to the appropriate firmware.

Note that all get device calls still return slot numbers in the range from 1 through 7, in order to maintain compatability with existing code.

## Chapter 51 **Tool Locator Update**

This chapter documents new features of the Tool Locator. The complete reference to the Tool Locator is in Volume 2, Chapter 24 of the *Apple IIGS Toolbox Reference*.

---

## New features in the Tool Locator

This section explains new features of the Tool Locator.

- The Tool Locator uses a new algorithm to load tools from disk. It will load tools from disk only if it cannot find a tool in ROM with a version number as high as the requested version. The Tool Locator makes no assumptions about which tools are in ROM and which are on the system disk.

For every tool that is to be loaded, the Tool Locator makes a version call. If the version call returns an error because the tool is not present, or the resulting version number is too low, then the tool is loaded from the system disk.

- The Tool Locator no longer unloads all RAM-based tools every time `TLShutDown` is called. Instead, it returns the system to a default state, set by a new call in the Tool Locator, `SetDefaultTPT`. This call can make any collection of RAM and ROM tools the default state. The system returns to the default state when `TLShutDown` is called.

---

## Tool set startup and shutdown

The Tool Locator now provides calls that automatically start and stop specified tool sets in the correct order. These calls, `StartUpTools` and `ShutDownTools`, are documented in "New Tool Locator calls" later in this chapter.

The `StartUpTools` call performs the following steps during startup processing:

- 1) Starts the Resource Manager
- 2) Opens the resource fork for the current application
- 3) Obtains memory for the application's direct page
- 4) Starts the tools specified in the input `StartStop` record; updates the `StartStop` record as appropriate
- 5) Returns the `StartStop` record reference to the calling program

Your application must pass this returned `StartStop` record reference to `ShutDownTools` at tool shutdown time.

`StartUpTools` sets some tool set default values for you. If these values are not appropriate for your application, you should change them by issuing the appropriate tool calls after `StartUpTools` has returned:

QuickDraw II	Started with the video mode from the input <code>StartStop</code> record—the <code>QDStartUp</code> <i>maxWidth</i> parameter is set to 160 bytes.
QuickDraw II Auxiliary	System calls <code>waitCursor</code> ; your application must change the cursor to an arrow before accepting user input.
Event Manager	Queue size set to 20, maximum mouse clamp set to either 320 or 640, depending upon the video mode specified in the <code>StartStop</code> record.
Note Sequencer	Update rate set to 0 (use default Note Synthesizer rate), increment set to 20, and interrupts have been disabled (the system calls <code>stopInts</code> ). Your program must enable interrupts with <code>startInts</code> . The Note Sequencer will automatically start the Sound Tool Set and the Note Synthesizer, if you have not included them in your <code>StartStop</code> record.

`ShutDownTools` performs the following steps during tool set shutdown:

- 1) Shuts down tools specified in input `StartStop` record
- 2) Disposes of handle to direct page
- 3) Disposes of handle to `StartStop` record (unless pointer was passed)
- 4) Shutdown the Resource Manager

Both these calls require that your application format a tool `StartStop` record. That record is defined as follows:

■ **Figure 51-1** Tool set `StartStop` record

\$00	flags	Word—Flag word—must be set to 0
\$02	videoMode	Word—Video mode for QuickDraw II
\$04	resFileID	Word—Set by <code>StartUpTools</code>
\$06	dPageHandle	Long—Set by <code>StartUpTools</code>
\$0A	numTools	Word—Number of entries in <code>toolArray</code>
\$0C	toolArray	numTools ToolSpec records

videoMode	Defines the video mode for QuickDraw II. See Chapter 16, “QuickDraw II,” in the <i>Toolbox Reference</i> for valid values.
resFileID	The <code>StartUpTools</code> call sets this field. <code>ShutDownTools</code> requires it as input.
dPageHandle	The <code>StartUpTools</code> call sets this field. <code>ShutDownTools</code> requires it as input.

**toolArray** Each entry defines a tool set to be started. The **numTools** field specifies the number of entries in this array. Each entry is formatted as follows:

\$00	toolNumber	Word—Tool set identifier
\$02	minVersion	Word—Minimum acceptable tool set version

**toolNumber** Specifies the tool set to be loaded. Valid tools set numbers are listed in Table 51-1.

**toolVersion** Specifies the minimum acceptable version for the tool set. See Chapter 24, "Tool Locator," in the *Toolbox Reference* for the format of this field.



---

## Tool set numbers

Table 51-1 lists the tool set numbers for all tool sets supported by the `startUpTools` and `ShutDownTools` calls.

■ **Table 51-1**      Tool set numbers

Tool set number		Tool set name
\$01	#01	Tool Locator
\$02	#02	Memory Manager
\$03	#03	Miscellaneous Tool Set
\$04	#04	QuickDraw II
\$05	#05	Desk Manager
\$06	#06	Event Manager
\$07	#07	Scheduler
\$08	#08	Sound Tool Set
\$09	#09	Apple Desktop Bus Tool Set
\$0A	#10	SANE Tool Set
\$0B	#11	Integer Math Tool Set
\$0C	#12	Text Tool Set
\$0D	#13	Reserved for internal use
\$0E	#14	Window Manager
\$0F	#15	Menu Manager
\$10	#16	Control Manager
\$11	#17	System Loader
\$12	#18	QuickDraw II Auxiliary
\$13	#19	Print Manager
\$14	#20	LineEdit Tool Set
\$15	#21	Dialog Manager
\$16	#22	Scrap Manager
\$17	#23	Standard File Operations Tool Set
\$18	#24	Not available
\$19	#25	Note Synthesizer
\$1A	#26	Note Sequencer
\$1B	#27	Font Manager
\$1C	#28	List Manager

\$1D	#29	Audio Compression (ACE)
\$1E	#30	Resource Manager
\$20	#32	MIDI Tool Set
\$22	#34	TextEdit Tool Set

---

## Tool set dependencies

Although `StartUpTools` handles the order of tool startup for you, it does not manage tool set dependencies. It is your responsibility to specify all required tool sets in order to ensure correct system operation. Table 51-2 documents current tool set dependencies.

■ **Table 51-2**      Tool set dependencies

Tool set and number	Depends upon
Tool Locator(#01)	No dependencies; always started first
Memory Manager (#02)	Tool Locator (#01)
Miscellaneous Tool Set (#03)	Tool Locator (#01) Memory Manager (#02)
QuickDraw II (#04)	Tool Locator (#01) Memory Manager (#02) Miscellaneous Tool Set (#03)
Desk Manager (#05)	Tool Locator (#01) Memory Manager (#02) Miscellaneous Tool Set (#03) QuickDraw II (#04) Event Manager (#06) Window Manager (#14) Control Manager (#16) Menu Manager (#15) LineEdit (#20) Dialog Manager (#21) Scrap Manager (#22)
Event Manager (#06)	Tool Locator (#01) Memory Manager (#02) Miscellaneous Tool Set (#03)
Scheduler (#07)	Tool Locator (#01) Memory Manager (#02) Miscellaneous Tool Set (#03)
Sound Tool Set (#08)	Tool Locator (#01) Memory Manager (#02) Miscellaneous Tool Set (#03)
Apple Desktop Bus (#09)	Tool Locator (#01)
SANE Tool Set (#10)	Tool Locator (#01) Memory Manager (#02)

Integer Math Tool Set (#11)	Tool Locator (#01)	
Text Tool Set (#12)	Tool Locator (#01)	
Window Manager (#14)	Tool Locator (#01)	
	Memory Manager (#02)	
	Miscellaneous Tool Set (#03)	
	QuickDraw II (#04)	
	Event Manager (#06)	
	Control Manager (#16)	
	Menu Manager (#15)	
	LineEdit (#20)	For AlertWindow call
	Font Manager (#27)	For AlertWindow call
	Resource Manager (#30)	Only if you use resources
Menu Manager (#15)	Tool Locator (#01)	
	Memory Manager (#02)	
	Miscellaneous Tool Set (#03)	
	QuickDraw II (#04)	
	Event Manager (#06)	
	Window Manager (#14)	
	Control Manager (#16)	
	Resource Manager (#30)	Only if you use resources
Control Manager (#16)	Tool Locator (#01)	
	Memory Manager (#02)	
	Miscellaneous Tool Set (#03)	
	QuickDraw II (#04)	
	Event Manager (#06)	
	Window Manager (#14)	
	Menu Manager (#15)	
	Resource Manager (#30)	Only if you use resources or icon buttons

- ◆ *Note:* You should consider the Window, Control, and Menu managers as one unit, and always start them together and in that order.

System Loader (#17)	Tool Locator (#01)
	Memory Manager (#02)
	Miscellaneous Tool Set (#03)

QuickDraw II Auxiliary (#18)	Tool Locator (#01) Memory Manager (#02) Miscellaneous Tool Set (#03) QuickDraw II (#04) Font Manager (#27)
------------------------------	--

- ◆ *Note:* QuickDraw II Auxiliary uses the Font Manager in the picture drawing routines. For proper operation, you should start the Font Manager before using the QuickDraw II Auxiliary picture routines; however, the picture routines will not fail if the Font Manager is not present.

Print Manager (#19)	Tool Locator (#01) Memory Manager (#02) Miscellaneous Tool Set (#03) QuickDraw II (#04) QuickDraw II Auxiliary (#18) Event Manager (#06) Window Manager (#14) Control Manager (#16) Menu Manager (#15) LineEdit (#20) Dialog Manager (#21) List Manager (#28) Font Manager (#27)
---------------------	--

LineEdit Tool Set (#20)	Tool Locator (#01) Memory Manager (#02) Miscellaneous Tool Set (#03) QuickDraw II (#04) Event Manager (#06) QuickDraw II Auxiliary (#18) Scrap Manager (#22) Font Manager (#27)	For Text2 items only  For Text2 items only
-------------------------	--	--

Dialog Manager (#21)	Tool Locator (#01)	
	Memory Manager (#02)	
	Miscellaneous Tool Set (#03)	
	QuickDraw II (#04)	
	Event Manager (#06)	
	Window Manager (#14)	
	Control Manager (#16)	
	Menu Manager (#15)	
	QuickDraw II Auxiliary (#18)	For Text2 items only
	LineEdit (#20)	
	Font Manager (#27)	For Text2 items only

- ◆ *Note:* LineEdit and Dialog Manager require Font Manager and QuickDraw II Auxiliary if you use LEReTextBox2 or LongStatText2 which require any font styling (for example, outline, boldface, and so on).

Scrap Manager (#22)	Tool Locator (#01)	
	Memory Manager (#02)	
Standard File Tool Set (#23)	Tool Locator (#01)	
	Memory Manager (#02)	
	Miscellaneous Tool Set (#03)	
	QuickDraw II (#04)	
	Event Manager (#06)	
	Window Manager (#14)	
	Control Manager (#16)	
	Menu Manager (#15)	
	LineEdit (#20)	
	Dialog Manager (#21)	
Note Synthesizer (#25)	Tool Locator (#01)	
	Memory Manager (#02)	
	Sound Tool Set (#08)	
Note Sequencer (#26)	Tool Locator (#01)	
	Memory Manager (#02)	
	Sound Tool Set (#08)	
	Note Synthesizer (#25)	

- ◆ *Note:* The Note Sequencer automatically handles the startup and shutdown of the Sound Tool Set (#8) and the Note Synthesizer (#25).

Font Manager	Tool Locator (#1)	
	Memory Manager (#2)	
	Miscellaneous Tool Set (#3)	For ChooseFont only
	QuickDraw II (#4)	
	Integer Math (#11)	For ChooseFont only
	Window Manager (#14)	For ChooseFont only
	Control Manager (#16)	For ChooseFont only
	Menu Manager (#15)	For FixFontMenu only
	List Manager (#28)	For FixFontMenu and ChooseFont only
	LineEdit (#20)	For ChooseFont only
List Manager (#28)	Dialog Manager (#21)	For ChooseFont only
	Tool Locator (#01)	
	Memory Manager (#02)	
	Miscellaneous Tool Set (#03)	
	QuickDraw II (#04)	
	Event Manager (#06)	
	Window Manager (#14)	
	Control Manager (#16)	
	Menu Manager (#15)	
Audio Compression (ACE) (#29)	Tool Locator (#01)	
	Memory Manager (#02)	
MIDI Tool Set (#32)	Tool Locator (#01)	
	Memory Manager (#02)	
	Miscellaneous Tool Set (#03)	
	Sound Tool Set (#8)	
	Note Synthesizer (#25)	For time-stamping only

- ◆ *Note:* The MIDI Tool Set requires the Note Synthesizer in order to support the MIDI clock feature. If you are not using MIDI clock, the Note Synthesizer is not required.

Resource Manager (#30)      Tool Locator (#01)

TextEdit Tool Set (#34)	Tool Locator (#01)	Version \$0300
	Miscellaneous Tool Set (#03)	Version \$0300
	QuickDraw II (#04)	Version \$0300
	QuickDraw II Auxiliary (#18)	Version \$0206
	Event Manager (#06)	Version \$0300
	Window Manager (#14)	Version \$0300
	Control Manager (#16)	Version \$0300
	Menu Manager (#15)	Version \$0300
	Scrap Manager (#22)	Version \$0104
	Font Manager (#27)	Version \$0204
	Resource Manager (#30)	Version \$0100



---

## New Tool Locator calls

The call `SetDefaultTPT` has been added to the Tool Locator to facilitate permanent tool patches. `StartUpTools` and `ShutDownTools` provide automatic services for bringing up or removing tool sets. The `MessageByName` tool call provides facilities for your application to use the message center.

---

### **MessageByName** \$1701

Creates and associates a name with a new message, providing a convenient and extensible mechanism for creating, tracking, and passing messages between programs. Your application can then use the other Message Center Tool Locator calls to manipulate or delete the message.

#### Parameters

Stack before call

<i>Previous contents</i>	
- <i>Space</i> -	Long—Space for result
<i>createItFlag</i>	Word—Boolean; create message?
- <i>recordPointer</i> -	Long—Pointer to input record
	<—SP

Stack after call

<i>Previous contents</i>	
- <i>responseRecord</i> -	Long—Response record from call
	<—SP

<b>Errors</b>	\$0111	messageNotFound	No message found with specified name
	\$0112	messageOvfl	No message numbers available
	\$0113	nameTooLong	Message name too long
	Memory Manager errors		Errors from NewHandle returned unchanged

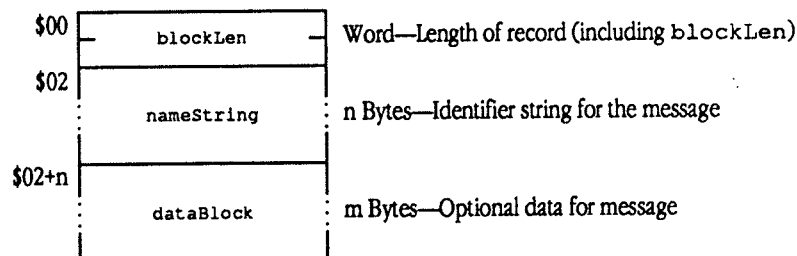
**C**

```
extern pascal responseRecord
    MessageByName (createItFlag,
        recordPointer);

Boolean    createItFlag;
Pointer    recordPointer;
```

**createItFlag** Determines whether to create a message containing the information from the input record. If there is no existing message with the specified name, then the setting of *createItFlag* governs whether to create a message. If there is already a message with the specified name, then the setting of *createItFlag* determines whether to replace that existing message with a new one based upon the input record.

**recordPointer** Pointer to an input record, which defines the content and characteristics of the new message:



**blockLen** Contains the length, in bytes, of the input record. Note that the value for this field includes the length of *blockLen*.

<code>nameString</code>	The identifier for the new message. This is a standard Pascal string (length byte followed by ASCII data), with a maximum length of 64 bytes (not including the length byte). In order to prevent message name conflict, this name string should contain the the manufacturer's name, followed by the product name and/or code, followed by a unique identifying string. You may set the high-order bits of each byte; note, however, that the system does not include these bits in name comparisons.
<code>dataBlock</code>	Application-defined data that are copied into a created message. Use of this field is optional.
<code>responseRecord</code>	Contains the response information from the call:

\$00	<div style="border: 1px solid black; padding: 2px; display: inline-block;">createFlag</div>	Word—Boolean; was message created?
\$02	<div style="border: 1px solid black; padding: 2px; display: inline-block;">messageID</div>	Word—ID number for created message

<code>createFlag</code>	Indicates whether <code>MessageByName</code> created a message. Note that if you set <i>createIfFlag</i> to TRUE on input to <code>MessageByName</code> , and there was already a message with the specified <code>nameString</code> in the Message Center, then this flag will be FALSE, and <code>messageID</code> will identify the message into which your <code>dataBlock</code> was copied.
<code>messageID</code>	Message ID for new message, if <code>MessageByName</code> created one.

---

**SetDefaultTPT \$1601**

Sets the default Tool Pointer Table (TPT) to the current TPT. Used to permanently install a tool patch.

▲ **Warning**     An application should not make this call.▲

**Parameters**     This call has no input or output parameters. The stack is unaffected.

**C**                `extern pascal void SetDefaultTPT();`

## ShutDownTools \$1901

Shuts down the tools specified in the input `startStop` record.

Your program must pass the `startStop` record reference that was returned by `StartUpTools`.

## Parameters

Stack before call

<i>Previous contents</i>	
<i>startStopDesc</i>	Word—Defines the type of reference stored in <i>startStopRecRef</i>
– <i>startStopRecRef</i> –	Long—Reference to the startStop record
	<—SP

### Stack after call

←SP

<b>Errors</b>	None
---------------	------

```
C      extern pascal void ShutDownTools(startStopDesc,
                                     startStopRecRef);
```

```
Word      startStopDesc;
Long      startStopRecRef;
```

<i>startStopDesc</i>	Defines the type of reference stored in <i>startStopRecRef</i> .
----------------------	--

```
0 Reference is a pointer
1 Reference is a handle
```

<i>startStopRecRef</i>	Reference to the updated startStop record returned by StartUpTools.
------------------------	---

---

## StartUpTools \$1801

Starts and loads the tools specified in the input `startStop` record. Upon successful return from `StartUpTools`, the specified tools will have been started and the cursor will be represented by the watch image (if QuickDraw II Auxiliary was loaded). Your program should change the cursor image before accepting user input.

Your program must pass the `startStop` record reference that was returned by `StartUpTools` to the `ShutDownTools` call at tool shutdown time.

### Parameters

Stack before call

<i>Previous contents</i>	
– <i>Space</i> –	Long—Space for result
<i>userID</i>	Word—Application User ID for system calls
<i>startStopDesc</i>	Word—Defines the type of reference stored in <i>startStopRecRef</i>
– <i>startStopRecRef</i> –	Long—Reference to the <code>startStop</code> record
	<—SP

Stack after call

<i>Previous contents</i>	
– <i>startStopRecRefRet</i> –	Long—Reference to resulting <code>startStop</code> record
	<—SP

<b>Errors</b>	\$0103	TLBadRecFlag	startStop record invalid
	\$0104	TLcantLoad	A tool cannot be loaded—check input <code>startStop</code> record for valid tool numbers, and versions, and for correct <code>numTools</code> value
		System Loader errors	Returned unchanged
		Memory Manager errors	Returned unchanged
		GS/OS errors	Returned unchanged



## Chapter 52 **Window Manager Update**

This chapter documents new features of the Window Manager. The complete reference to the Window Manager is in Volume 2, Chapter 25 of the *Apple IIGS Toolbox Reference*.



---

## Error corrections

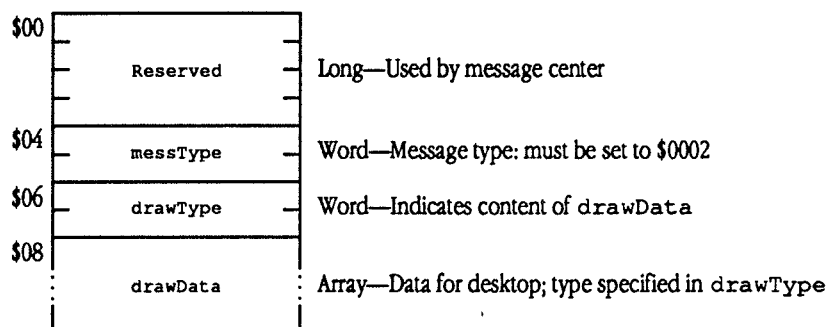
This section corrects some errors in the Window Manager documentation in the *Apple IIGS Toolbox Reference*.

- The manual's description of `SetZoomRect` is incorrect. The correct description is as follows:  
  
Sets the `fZoomed` bit of the window's `wFrame` record to 0. The rectangle passed to `SetZoomRect` then becomes the window's zoom rectangle. The window's size and position when `SetZoomRect` is called becomes the window's unzoomed size and position, regardless of what the unzoomed characteristics were before `SetZoomRect` was called.
- *Apple IIGS Toolbox Reference* page 25-126, third line:  
If `wmTaskMask` bit `tmInfo` (bit 15) = 1  
should read:  
If `wmTaskMask` bit `tmInfo` (bit 15) = 0
- When used with a window that does not have scroll bars, the call `WindNewRes` calls the window's `defProc` to recompute window regions. A call to `SizeWindow` is not necessary under these circumstances.

## New features in the Window Manager

This section explains new features of the Window Manager, and clarifies points that were not made explicit before.

- TaskMaster now brings application windows to the front after dragging is complete. TaskMaster previously brought windows to the front before dragging.
- Using the `SetOriginMask` call, a programmer can control the horizontal scrolling characteristics of windows that TaskMaster scrolls. A common use of `SetOriginMask` is to ensure that the window origin is aligned on an even pixel, so that colors do not change if the display mode is changed between 320 and 640. When using the call, be sure that the horizontal scroll value is a whole multiple of the mask value. Otherwise, strange behavior can occur. As an extreme example, consider an origin value of 32 and a scroll amount of 1. Using the right scroll arrow will not scroll the window at all, and using the left one will scroll it by a value of 32. The new control value for the scrolling is calculated by adding or subtracting the scroll value and the current value and applying the mask. In this case adding 1 and masking results in the original value. Subtracting 1 and masking results in a new value that is 32 less than the old value.
- Standard windows can now draw their titles in 16 colors regardless of mode.
- The `grid` parameter of the call `DragWindow` has been renamed `dragFlag`. Bits 0 through 7 specify the `grid` value. Bits 8 through 14 are reserved bits; they must be set to 0. Bit 15 is a selection flag; if its value is 1, then the window will be brought to the top after dragging.
- It is no longer possible to specify `grid` values of 256 or 512.
- The Window Manager now uses the same default desktop drawing scheme as the Finder. When the Window Manager starts up, it looks for a `DeskMessage` in the message center. This `DeskMessage` is formatted as follows:



<code>drawType</code>	Indicates the type of data stored at <code>drawData</code> :
0	<code>drawData</code> contains pattern information
1	<code>drawData</code> contains picture information
<code>drawData</code>	Contains the pattern or picture data for the desktop image. If <code>drawType</code> is set to 0, then <code>drawData</code> contains 32 bytes of pattern data. The pattern defines 64 pixels arranged in an 8-by-8 array. In 320 mode 4 bits are needed for each pixel; in 640 mode, the system requires 2 bits per pixel. The system uses this pattern to seed the desktop image.  If <code>drawType</code> is set to 1, then <code>drawData</code> contains 32,000 bytes of picture data; the system copies this data directly to screen memory. See Chapter 16, "QuickDraw II," in the <i>Toolbox Reference</i> for details on pattern or picture images.

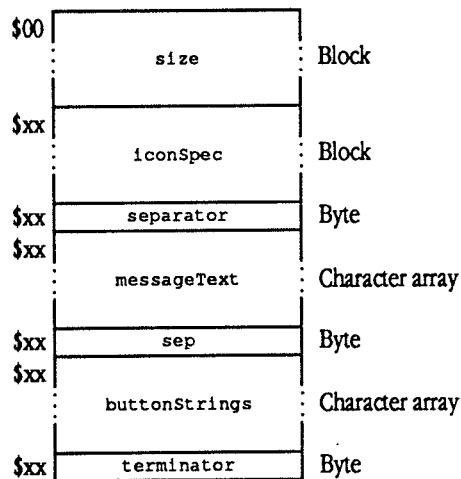
By loading a `DeskMessage` into the message center, your program can set a custom desktop image.

- Window Manager now supports a new entry point, `TaskMasterDA`, that allows desk accessories to use `TaskMaster`. Previously, desk accessories could not rely on `TaskMaster`, because they had to work with applications that do not use `TaskMaster`. Desk accessories obtain the data for their task record from the Desk Manager. `TaskMaster` processes task records for desk accessories in the same way that it processes application task records.
- The `SizeWindow` and `ResizeWindow` tool calls now invoke the `NotifyCtl`s Control Manager tool call whenever the user changes the window size. This allows applications to show a control in a constant position with respect to the lower or right border of a window. For example, now the `growControl` control definition procedure can automatically move controls in response to a user dragging the size box.

## Alert windows

The new `AlertWindow` call (described in “New Window Manager calls,” later in this chapter) can be used to create **alert windows** for presenting the user with important messages. An alert window is similar to a modal dialog box. It requires that the user click a button in the window before doing anything else, and so provides a useful way to communicate vital messages such as warnings or error reports. The call does all the work of creating and displaying the window and contents for the alert, and returns the ID of the button that the user chooses.

`AlertWindow` accepts a reference to a string that contains its message, and a reference to an array of substitution strings. The substitution strings can be any of seven standard strings (such as “OK,” “Continue,” and so on) or can be specified by the application and stored in the buffer to which the substitution-string pointer refers. The format of the `AlertWindow` input string is



*size*

A variable-length block that specifies the size of the alert window to be displayed. Valid ASCII values for the first byte lie in the range from 0 through 9 and have the following meanings:

0	Custom size and position, specified by rectangle definition (as shown below)
1	30-character display window
2	60-character display window
3	110-character display window
4	175-character display window
5	110-character display window
6	150-character display window
7	200-character display window
8	250-character display window
9	300-character display window

If the value of the first byte of *size* is not 0, then the block consists only of that byte. If *size* is set to 0, then you must specify the custom rectangle immediately after the *size* field:

v1	Word—y coordinate of upper-left corner
h1	Word—x coordinate of upper-left corner
v2	Word—y coordinate of lower-right corner
h2	Word—x coordinate of lower-right corner

Since `AlertWindow` provides a limited number of standard sizes, it is possible to create alerts that display properly whether the Apple IIGS is in 320 or 640 mode. It is necessary, however, to design the text and buttons carefully in order to make this work.

Table 52-1 shows the dimensions of the standard alert windows. This table gives only an approximate idea of the size of each window. Application code should not rely on the exact widths, heights, or position of standard windows.

■ **Table 52-1** Standard alert window sizes

<i>size value</i>	Height 320	Width 320	Height 640	Width 640
1	46	152	46	200
2	62	176	54	228
3	62	252	62	300
4	90	252	72	352
5	54	252	46	400
6	62	300	54	452
7	80	300	62	500
8	108	300	72	552
9	134	300	80	600

***iconSpec***

A variable-length block that specifies the type of icon to be displayed in the alert window. Valid ASCII values for the first byte lie in the range from 0 through 9 and have the following meanings:

0	No icon
1	Custom icon; followed by an icon specification, as shown below
2	Stop icon
3	Note icon
4	Caution icon
5	Disk icon
6	Disk swap icon
7-9	Reserved

If the first byte of *iconSpec* has a value other than 1, then the field consists only of that byte. If the first byte is set to 1, then it must be followed by an icon specification:

<i>imagePtr</i>	Long—Pointer to image data
<i>imageWidth</i>	Word—Width, in bytes, of the image data
<i>imageHeight</i>	Word—Height in scan lines, of the image data

<i>separator</i>	<p>Specifies a character that will divide sub-strings in the remainder of the <code>AlertWindow</code> input string. The <i>separator</i> field can contain any character, but the character cannot appear in the message text or button strings. The <i>separator</i> character divides the message from the first button string and the button strings from each other. For purposes of standardization, the slash (/) character is recommended, unless you will be substituting pathnames.</p> <p>Do not include a separator character in any substitution strings. The Window Manager performs substitutions before scanning the alert string for separators. For example, if the separator character is a slash and a pathname containing several slashes is substituted for the string, the resulting alert window will contain several more buttons than you intended.</p>
<i>messageText</i>	<p>Specifies the message to be displayed in the alert window. Any characters allowed by <code>LETextBox2</code> are allowed in the message text. See "Special Characters" later in this chapter for additional characteristics of <code>AlertWindow</code> message text. The total size of message text, after substitution of strings, is limited to 1000 characters.</p>
<i>sep</i>	<p>A <i>separator</i> character.</p>
<i>buttonStrings</i>	<p>Specifies titles for up to three buttons to be displayed in the alert window. If there is more than one title, then the titles must be separated from one another by a <i>separator</i> character. These buttons will be evenly spaced and centered at the bottom of the alert window. The width of each button is the same and is set by the widest button title. The maximum length of button text after substitution of strings is 80 characters.</p>
<i>terminator</i>	<p>Marks the end of the alert string. Must be set to 0 (\$00).</p>

## Special characters

The following **special characters** can be embedded in the message text and button strings of an `AlertWindow` input string. If a special character is to appear in the text of a button or message, you must enter it twice in the string. For example, if you want “^” to appear in an alert message, you must enter it in the message string as “^^”.

- ^ A caret (^) designates the default button. The default button is the button selected if the user presses the Return key on the keyboard. This button will also appear outlined in bold on the screen. Only one button can be the default button. After the caret, the button title must follow, as for any other button. Other special characters may also appear after the caret. A single caret in the body of message text has no effect and is deleted from the message.
- # Substitute standard string. The number sign (#) must be followed by a decimal number. Numbers 0 through 6 can be used. Numbers 7 through 9 are reserved and should not be used. The standard substitution strings are
  - #0 OK
  - #1 Cancel
  - #2 Yes
  - #3 No
  - #4 Try Again
  - #5 Quit
  - #6 Continue
- \* Substitute given string. The asterisk (\*) character followed by an ASCII decimal number from '0' through '9' denotes a substitution string to be inserted at that point. The asterisk and the following number will be replaced by the corresponding string in the specified substitution array. A pointer to the substitution array is passed as a parameter to the `AlertWindow` call. The substitution array is defined as an array of pointers. Table 52-2 shows the format of a substitution string array.



■ **Table 52-2** Substitution string array

LONG[0]	Pointer to string that will substitute for * 0
LONG[1]	Pointer to string that will substitute for * 1
LONG[2]	Pointer to string that will substitute for * 2
LONG[3]	Pointer to string that will substitute for * 3
LONG[4]	Pointer to string that will substitute for * 4
LONG[5]	Pointer to string that will substitute for * 5
LONG[6]	Pointer to string that will substitute for * 6
LONG[7]	Pointer to string that will substitute for * 7
LONG[8]	Pointer to string that will substitute for * 8
LONG[9]	Pointer to string that will substitute for * 9

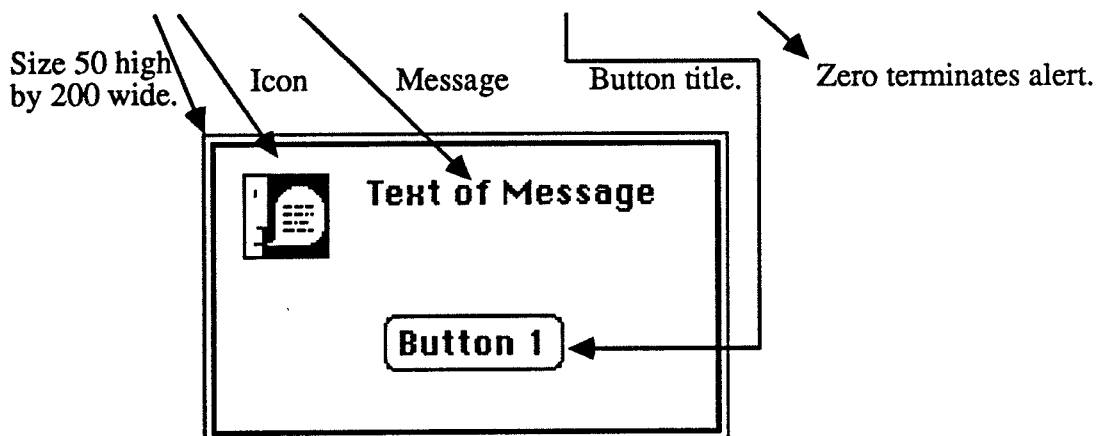
Substitution strings can be C strings or Pascal strings, or may be terminated by a carriage return. A parameter to the `AlertWindow` tool call allows you to specify the type of strings in the substitution array.

### Alert window example

Following are some examples of alert strings that can be passed to `AlertWindow` in 65816 Assembly language syntax.

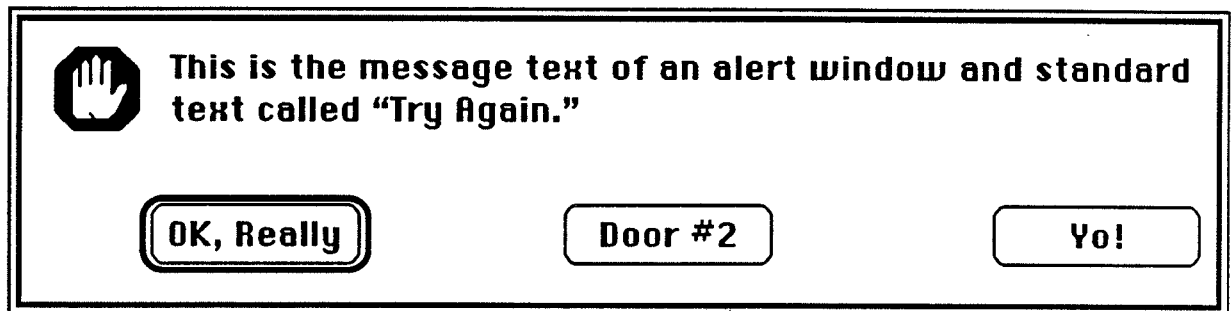
A simple alert string:

```
dc    c'13/Text of Message/Button 1',il'0'
```



A more complex alert string:

```
dc  c'51/This is the *0 of *3 alert *2*1 and standard'
dc  c'text called "#4" /'
dc  c'^#0,Really/*4/Yo!','il'0'
```



Where the substitution array =

```
dc  i4'sub0,sub1,sub2,sub3,sub4'
sub0 dc  c'message text','il'0'
sub1 dc  c'dow','il'0'
sub2 dc  c'win','il'13'
sub3 dc  c'an','il'0'
sub4 dc  c'Door #2','il'0'
```

---

## TaskMaster result codes

Table 52-3 lists all the possible TaskMaster result codes.

■ **Table 52-3** TaskMaster result codes

Name	Value	Description
Null	\$0000	Successful
mouseDownEvt	\$0001	Event Code -
mouseUpEvt	\$0002	Event Code -
keyDownEvt	\$0003	Event Code -
autoKeyEvt	\$0005	Event Code -
updateEvt	\$0006	Event Code -
activateEvt	\$0008	Event Code -
switchEvt	\$0009	Event Code -
deskAccEvt	\$000A	Event Code -
driverEvt	\$000B	Event Code -
app1Evt	\$000C	Event Code -
app2Evt	\$000D	Event Code -
app3Evt	\$000E	Event Code -
app4Evt	\$000F	Event Code -
wNoHit	\$0000	Alias for no event
inNull	\$0000	Alias for no event
inKey	\$0003	Alias for keystroke
inButtDwn	\$0001	Alias for button down
inUpdate	\$0006	Alias for update event
wInDesk	\$0010	On Desktop
wInMenuBar	\$0011	On System Menu Bar
wClickCalled	\$0012	systemClick called (returned only as action)
wInContent	\$0013	In content region
wInDrag	\$0014	In drag region
wInGrow	\$0015	In grow region, active window only
wInGoAway	\$0016	In go-away region, active window only

wInZoom	\$0017	In zoom region, active window only
wInInfo	\$0018	In information bar
wInSpecial	\$0019	Item ID selected was 250–255
wInDeskItem	\$001A	Item ID selected was 1–249
wInFrame	\$001B	In frame, but not on anything else
wInactMenu	\$001C	Inactive menu item selected
wClosedNDA	\$001D	Desk accessory closed (returned only as action)
wCalledSysEdit	\$001E	SystemEdit called (returned only as action)
wTrackZoom	\$001F	Zoom box clicked, but not selected (action only)
wHitFrame	\$0020	Button down on frame, made active (action only)
wInControl	\$0021	Button or keystroke in control (can be returned as event code and as action)
wInControlMenu	\$0022	Control handled menu item
wInSysWindow	\$8000	High bit set for system windows

---

## **Window Manager data structures**

This section discusses the format and content of changed Window Manager data structures.

### **Window record**

The window record data structure has been redefined. The new definition is illustrated in Figure 52-1.

■ **Figure 52-1** Window record definition

\$00	wNext	Long—Pointer to next window; NIL at end of list
\$04		Array—Window's grafPort (170 bytes)
\$AE	wDefProc	Long—Pointer to control definition procedure
\$B2	wRefCon	Long—Reserved for application use
\$B6	wContDraw	Long—Pointer to routine to draw window contents
\$BA	wReserved	Long—Reserved for use by Window Manager; do not use
\$BE	wStructRgn	Long—Handle to window's structure region
\$C2	wContRgn	Long—Handle to window's content region
\$C6	wUpdateRgn	Long—Handle to window's update region
\$CA	wCtIs	Long—Handle to first control in window's control chain
\$CE	wFrameCtIs	Long—Handle to first control in window's frame
\$D2	wFrame	Word—Flags for window
\$D4	wCustom	Array—Additional data for window definition procedure

wReserved	A new data field reserved by Apple Computer, Inc. for future expansion.
wFrame	A bit flag, containing flags specifying the window frame. All of the bits in this flag are described in Chapter 25, "Window Manager," in Volume 2 of the <i>Toolbox Reference</i> . Some of these bits may be used by window definition procedures. The following table lists the bits that may be used by window defProcs.
fTitle	bit 15
fClose	bit 14
fAlert	bit 13
fRScroll	bit 12
fBScroll	bit 11
fGrow	bit 10
fFlex	bit 9
fZoom	bit 8
fMove	bit 7
fInfo	bit 4
fZoomed	bit 1

## Task record

Figure 52-2 defines the new format for the task record. This new record layout includes several new fields, each of which is set by TaskMaster every time your program calls TaskMaster. For information on the old fields, see Chapter 25, "Window Manager," in the *Toolbox Reference*.

TaskMaster will still accept old-format task records; however, if your program uses any of the new TaskMaster features (see `wmTaskMask`), it must use the new record layout.



■ **Figure 52-2** Task Record definition

\$00	wmWhat	Word—Same as before
\$02	wmMessage	Long—Same as before
\$06	wmWhen	Long—Same as before
\$0A	wmWhere	Long—Same as before
\$0E	wmModifiers	Word—Same as before
\$10	wmTaskData	Long—Same as before
\$14	wmTaskMask	Long—Flags controlling TaskMaster function
\$18	wmLastClickTick	Long—System tick value at last mouse click
\$1C	wmClickCount	Word—Type of last click (single double, triple)
\$1E	wmTaskData2	Long—Additional TaskMaster return data
\$22	wmTaskData3	Long—Additional TaskMaster return data
\$26	wmTaskData4	Long—Additional TaskMaster return data
\$2A	wmLastClickPt	Point—Location of last mouse click

<code>taskMask</code>	Flag controlling TaskMaster function:	
Reserved	bits 21–31	Must be set to 0
<code>tmIdleEvents</code>	bit 20	Controls whether TaskMaster sends idle events to the target control in the active window: 1 - Send idle events 0 - Do not send idle events
<code>tmMultiClick</code>	bit 19	Controls whether TaskMaster returns multclick information in the Task Record: 1 - Return multclick information 0 - Do not return multclick information
<code>tmControlMenu</code>	bit 18	Controls whether TaskMaster passes menu events to controls in the active window: 1 - Pass menu events 0 - Do not pass menu events
<code>tmControlKey</code>	bit 17	Controls whether TaskMaster passes key events to controls in the active window: 1 - Pass key events 0 - Do not pass key events
<code>tmContentControls</code>	bit 16	Controls whether TaskMaster calls <code>FindControl</code> and <code>TrackControl</code> when <code>FindWindow</code> returns <code>wInContent</code> and the window is already selected: 1 - Track the control 0 - Do not track the control
<code>tmInfo</code>	bit 15	Controls whether TaskMaster activates the window when the user clicks in the info bar: 1 - Do not activate the window 0 - Activate the window
<code>tmInactive</code>	bit 14	Controls whether TaskMaster returns <code>wInactMenu</code> when the user selects an inactive menu item: 1 - Return <code>wInactMenu</code> 0 - Never return <code>wInactMenu</code>
<code>tmCRedraw</code>	bit 13	Controls whether TaskMaster redraws controls whenever an activate event occurs: 1 - Redraw controls 0 - Do not redraw controls
<code>tmSpecial</code>	bit 12	Controls whether TaskMaster handles special menu items (those with IDs < 256): 1 - Handle special menu items 0 - Do not handle special menu items

tmScroll	bit 11	Controls whether TaskMaster enables scrolling and activates inactive windows when the user clicks on the scroll bar: 1 - Enable scrolling 0 - Do not enable scrolling
tmGrow	bit 10	Controls whether TaskMaster calls GrowWindow when the user drags the size box: 1 - Call GrowWindow 0 - Do not call GrowWindow
tmZoom	bit 9	Controls whether TaskMaster calls TrackZoom when the user clicks in the zoom box: 1 - Call TrackZoom 0 - Do not call TrackZoom
tmClose	bit 8	Controls whether TaskMaster calls TrackGoAway when the user clicks in the close box: 1 - Call TrackGoAway 0 - Do not call TrackGoAway
tmContent	bit 7	Controls whether TaskMaster activates the window when the user clicks in the content region: 1 - Activate window 0 - Do not activate window
tmDragW	bit 6	Controls whether TaskMaster calls DragWindow when the user drags in the drag region: 1 - Call DragWindow 0 - Do not call DragWindow
tmSysClick	bit 5	Controls whether TaskMaster calls SystemClick when the user clicks in the system window: 1 - Call SystemClick 0 - Do not call SystemClick
tmOpenNDA	bit 4	Controls whether TaskMaster calls OpenNDA when the user selects a desk accessory: 1 - Call OpenNDA 0 - Do not call OpenNDA
tmMenuSel	bit 3	Controls whether TaskMaster calls MenuSelect when the user clicks in the menu bar: 1 - Call MenuSelect 0 - Do not call MenuSelect
tmFindW	bit 2	Controls whether TaskMaster calls FindWindow for mouse-down events: 1 - Call FindWindow 0 - Do not call FindWindow

tmUpdate	bit 1	Controls whether TaskMaster handles update events: 1 - Handle update events 0 - Do not handle update events
tmMenuKey	bit 0	Controls whether TaskMaster calls MenuKey to handle menu key equivalents: 1 - Call MenuKey 0 - Do not call Menukey

---

## New Window Manager calls

The following tool calls have been added to the Window Manager since publication of the first two volumes of the *Apple IIGS Toolbox Reference*.

---

### AlertWindow \$590E

Creates an alert window that displays a message referred to by *alertStrRef*. The message can be either a C or a Pascal string, as specified by *alertFlags*. The *subStrPtr* parameter points to an array of substitution strings for use with substitution characters. For more detailed information, see "Alert Windows" earlier in this chapter.

#### Parameters

Stack before call

Previous contents	
Space	Word—Space for result
<i>alertFlags</i>	Word—Flag word for call
– <i>subStrPtr</i> –	Long—Pointer to substitution array
– <i>alertStrRef</i> –	Long—Reference to alert string— <i>alertFlags</i> indicates type
	<—SP

Stack after call

Previous contents	
Result	Word—Button number selected
	<—SP

**Errors**                  None



---

**CompileText \$600E**

Combines source text provided by your program with either custom or standard strings to compile a result text string. For successful calls, this call allocates and correctly sizes a handle to the result text string. That result string is a simple character array. Your program must extract length information for the string from the handle. Note that your program must dispose of this handle.

Control sequences in the source text direct the system to embed either custom or standard strings into the result text string. These control sequences consist of two ASCII characters: a flag character followed by a digit. The flag character indicates whether the desired substitution string is custom or standard.

For standard strings, the flag character is #. The digit following the flag character selects one of the following strings:

#0	OK
#1	Cancel
#2	Yes
#3	No
#4	Try Again
#5	Quit
#6	Continue

For custom strings, the flag character is \*. `CompileText` obtains custom strings from a substitution array built by your program and provided to the system in the parameters for this call. The character following the flag character specifies which string to extract. Valid values for this character lie in the range 0 through 9. Thus, a control sequence of \*0 would access the first string in your custom substitution array.

In order to include either of the flag characters as text in your compiled text, follow the flag character with a second flag character (for example, \*\* results in \* in the compiled text string).





*subStringsPtr* Contains a pointer to your custom text substitution array. This array contains from 1 to 10 long pointers to either C or Pascal strings (use *subType* to indicate which type of string you have used). Embedded control sequences in your source text direct the system to extract a specific string from this array. Note that the system does not verify string specifications against the size of this array; be careful to define the correct number of string pointers in this array.

Note that this field is ignored if your program does not use any custom substitution strings.

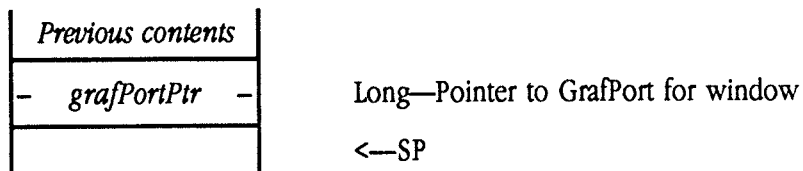
---

**DrawInfoBar \$550E**

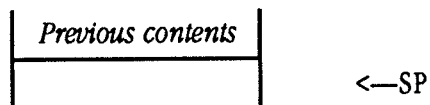
Redraws the info bar of the window specified by *grafPortPtr*. The method used to redraw the info bar's interior is the routine specified by the *wInfoDefProc* field of the *paramList* passed to *NewWindow* when the window is created. The Window Manager will automatically clip info bar drawing to the dimensions of the info bar, and to the visible region of the window.

**Parameters**

Stack before call



Stack after call



**Errors**                None

**C**                    `extern pascal void DrawInfoBar(grafPortPtr);`

`Pointer grafPortPtr;`

---

**EndFrameDrawing** \$5B0E

Restores Window Manager variables after a call to `StartFrameDrawing`.

**Parameters**      This call has no input or output parameters. The stack is unaffected.

**Errors**            None

**C**                  `extern pascal void EndFrameDrawing();`

---

**ErrorWindow \$620E**

Creates a dialog box displaying an error message for a specified error code. GS/OS error codes are listed along with standard message text in “Error messages” later in this chapter.

Each error message is in alert string format and may require a substitution string (see “Alert windows” earlier in this chapter for message format and text substitution information). The system retrieves the error messages from a resource file of type \$8020. The resource ID for each message is formed as follows:

high-order word	\$07FF
low-order word	error number

The default error messages are stored in the system resources file. You may assert custom error message text by defining and opening another resource file containing type \$8020 resources with appropriate resource IDs assigned to each error message. Make sure that your resource file precedes the system resource file in the Resource Manager’s search sequence. A custom error message resource file need not define substitute messages for all possible GS/OS errors; if the Resource Manager does not find a message in your file, it will continue through the standard resource search sequence.

If ErrorWindow receives an undefined error code, it displays a dialog box with the “Unknown Error” message (\$72).

**Parameters**

Stack before call

<i>Previous contents</i>	
<i>Space</i>	Word—Space for result
<i>subType</i>	Word—Type of custom substitution string
<i>– subStringPtr –</i>	Long—Pointer to substitution string
<i>errNum</i>	Word—GS/OS error number
	<—SP

Stack after call

<i>Previous contents</i>	
<i>buttonNumber</i>	Word—Number of button pressed by the user
	<—SP

<b>Errors</b>	Resource Manager errors	returned unchanged
---------------	-------------------------	--------------------

```
C      extern pascal Word ErrorWindow(subType,
                                     subStringPtr, errNum);
```

```
Word      subType, errNum;
Pointer   subStringPtr;
```

*subType* Indicates the type of string pointed to by *subStringPtr*.

0	C string
1	Pascal string

Note that this field is ignored if the specified error message does not use any substitution strings.

<i>subStringPtr</i>	Contains a pointer to your custom text substitution string.
---------------------	---

Note that this field is ignored if the specified error message does not use any substitution strings.

---

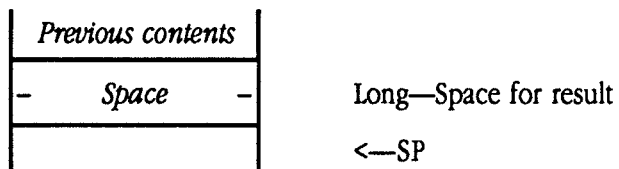
**GetWindowMgrGlobals** \$580E

Returns a pointer to the Window Manager global data area.

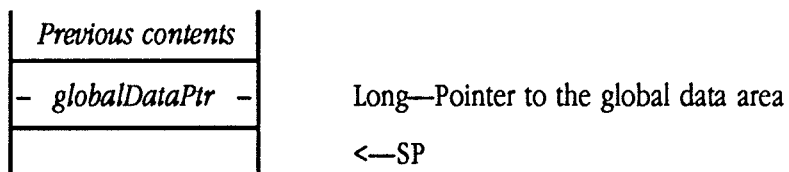
▲ **Warning** An application should never make this call ▲

**Parameters**

Stack before call



Stack after call



**Errors** None

**C** `extern pascal Pointer GetWindowMgrGlobals();`

---

**NewWindow2 \$610E**

Performs the same function as `NewWindow`, but allows you to specify the input window template as a resource (type `rWindParam1` or `rWindParam2`). See Appendix E, "Resource Types," later in this book for complete descriptions of all resource types.

- ◆ *Note:* If you have specified the window template as a resource, then the references within that template to title, color table, and control list must also be resources (or NIL).
- ◆ *Note:* In order to create an InfoBar with `NewWindow2` using a window template defined as a resource, you must specify a NIL `infoDraw` procedure in the input template and create an invisible window. After issuing the `NewWindow2` call, set the `infoDraw` routine by calling `SetInfoDraw`, then make the window visible with the `ShowWindow` tool call.

**Parameters**

Stack before call

<i>Previous contents</i>		
–	<i>Space</i>	–
–	<i>titlePtr</i>	–
–	<i>refCon</i>	–
–	<i>contentDrawPtr</i>	–
–	<i>defProcPtr</i>	–
	<i>paramTableDesc</i>	
–	<i>paramTableRef</i>	–
	<i>resourceType</i>	

Long—Space for result

Long—Pointer to replacement title

Long—RefCon to replace value in template

Long—Pointer to replacement content draw Routine

Long—Pointer to replacement window definition procedure

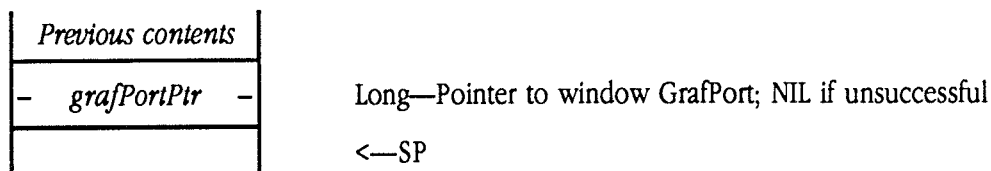
Word—Indicates type of reference in *paramTableRef*

Long—Reference to window template

Word—Resource type of template referred to by *paramTableRef*

<—SP

Stack after call



<b>Errors</b>	Resource Manager errors	returned unchanged
	Memory Manager errors	returned unchanged
	Window Manager errors	returned unchanged from
	Control Manager errors	NewWindow returned unchanged from NewControl2

**C**      `extern pascal Pointer NewWindow2 (titlePtr, refCon,  
   contentDrawPtr, defProcPtr,  
   paramTableDesc, paramTableRef,  
   resourceType);`

Word      `paramTableDesc, resourceType;`  
 Pointer   `titlePtr, contentDrawPtr, defProcPtr;`  
 Long      `refCon, paramTableRef;`

*titlePtr, refCon, contentDrawPtr, defProcPtr*

NewWindow2 will replace the values supplied in the template referred to by *paramTableRef* with the contents from these fields, allowing you to use a standard template and tailor it to create different windows. To prevent NewWindow2 from replacing the template values, supply NIL pointers in *titlePtr*, *contentDrawPtr*, and *defProcPtr*.

*paramTableDesc*      Indicates the type of reference stored in *paramTableRef*:

\$0000	<i>paramTableRef</i> contains a pointer to a window template
\$0001	<i>paramTableRef</i> contains a handle to a window template
\$0002	<i>paramTableRef</i> contains the resource ID of a window template

*paramTableRef*      Reference to a window template. The *paramTableDesc* field defines the type of reference stored here. The *resourceType* field defines the resource type for the template. The template must comply with the format specification of resource type `rWindParam1` or `rWindParam2` (even if the template is not stored as a resource). See Appendix E, "Resource Types," in this book for information on the format and content of these resources.



<i>resourceType</i>	Specifies the type of window template referred to by <i>paramTableRef</i> . This value should be set correctly even if <i>paramTableRef</i> does not contain a resource ID. Valid values are:	
\$800E	rWindParam1	
\$800F	rWindParam2	

---

**ResizeWindow** \$5C0E

---

Moves, resizes, and draws the window specified by *grafPortPtr*. The *rectPtr* parameter is a pointer to the window's content region. The *hiddenFlag* parameter is a Boolean parameter; a TRUE value specifies that those portions of the window that are covered should not be drawn. If the value is FALSE, the entire window is drawn, covered or not.

**Parameters**

Stack before call

Previous contents		
<i>hiddenFlag</i>		Word—Boolean; whether to hide covered area
—	<i>rectPtr</i>	— Long—Pointer to new content rectangle
—	<i>grafPortPtr</i>	— Long—Pointer to window's GrafPort
		<—SP

Stack after call

Previous contents		
		<—SP

**Errors**                      None

```

C          extern pascal void ResizeWindow(hiddenFlag, rectPtr,
                                grafPortPtr);

                                Word    hiddenFlag;
                                Pointer  rectPtr, grafPortPtr;
  
```

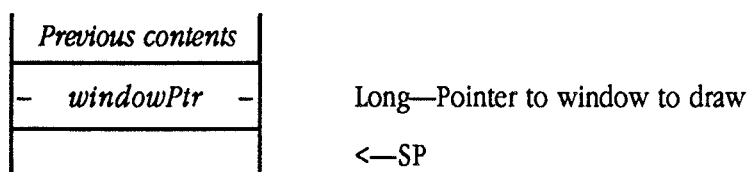
---

**StartFrameDrawing** \$5A0E

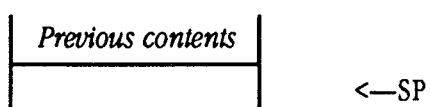
Sets up Window Manager data to draw a window frame. Should be called only by window definition procedures. Must be balanced by a call to `EndFrameDrawing` when drawing is completed.

**Parameters**

Stack before call



Stack after call



**Errors**                None

**C**                    `extern pascal void StartFrameDrawing(windowPtr);`  
                      `Pointer    windowPtr;`

---

**TaskMasterContent \$5D0E**

Internal routine that handles events inside the content region of a window. TaskMaster invokes this routine if the `tmContentControls` bit of the `taskMask` field of the task record is set to 1. Your program should never issue this call.

**Pseudo-code:**

```

if tmContentControls in wmTaskMask = 1
    if mousedown in content region of frontmost window
        set wmTaskData2, wmTaskData3, and wmTaskData4 to $00000000
        call FindControl
        put resulting partCode into low-order word of wmTaskData3
        put controlHandle into wmTaskData2
        if partCode <> 0
            call GetCtlID
            put resulting control ID into wmTaskData4
            call TrackControl with actionProcPtr set to $FFFFFFFF
            if result <> 0 or part code corresponds to scroll bar
                put resulting partCode into high-order word of
                    wmTaskData3
                if the control is a check box or radio button
                    Set or clear the value, as appropriate
                endif
                return(wInControl)
            endif
            set low word of wmTaskData = wInControl
            return (nullEvt)
        endif
    endif
else
    set wmTaskData = pointer to window
    return(wInContent)
endif
endif

```

TaskMasterContent calls `FindControl`. If the user did not press the button in a control, then the routine returns a result code of `wInContent`, indicating that the mouse is in the content region of the window.

If the user did press the mouse button in a control, TaskMasterContent calls `TrackControl`, directing the Control Manager to use the appropriate action procedure for the control.

When `TrackControl` returns, `TaskMasterContent` examines the part code. If the part code is set to 0, then the user decided not to use the control (released the mouse button outside the control). `TaskMasterControl` returns a result code of `nullEvt` (\$0000).

If the part code is non-zero, then the user released the mouse button within a control. `TaskMasterContent` returns a result code of `wInControl`, `wmTaskData2` contains the control handle, `wmTaskData3` (low-order word) contains the part code identifying the control in which the user pressed the mouse button, `wmTaskData3` (high-order word) contains the part code identifying the control where the user released the mouse button, and `wmTaskData4` contains the control ID (if there is one defined).

---

**TaskMasterDA \$5F0E**

This call is the TaskMaster entry point for desk accessories. Your program passes event information obtained from the Desk Manager.

**Parameters**

Stack before call

<i>Previous contents</i>	
<i>Space</i>	Word—Space for result
<i>eventMask</i>	Word—Not used
– <i>taskRecPtr</i> –	Long—Pointer to extended Task Record
	<—SP

Stack after call

<i>Previous contents</i>	
<i>taskCode</i>	Word—TaskMaster result code
	<—SP

**Errors**           None

```

C          extern pascal Word TaskMasterDA(eventMask,
                                taskRecPtr);
                                Pointer   taskRecPtr;

                                Word      eventMask;
```

---

**TaskMasterKey \$5E0E**

Internal routine that handles keystroke events inside the content region of a window.  
Your program should never issue this call.

**Pseudo-code:**

```

if tmMenuKey in wmTaskMask = 1
    if wmTaskData = 0          (menu did not take keystroke)
        if tmInactive in wmTaskMask = 1
            if high word of wmTaskData <> 0
                set low word of wmTaskData = 0
                set high word of wmTaskData = ID of selected
                    inactive menu item
                return (wInActMenu)
            endif
            goto CheckControls
        endif
    else                        (menu did take keystroke)
        if low word of wmTaskData > 255
            if tmControlMenu in wmTaskMask = 1
                Call SendEventToCtl with targetOnlyFlag = TRUE
                if result <> 0
                    set wmTaskData2 = handle of control that
                        took keystroke
                    set wmTaskData3 = result code from defProc
                    set wmTaskData4 = ID of control that took
                        keystroke
                    dim the menu title for selected menu item
                    set low word of wmTaskData =
                        wInControlMenu
                    return (nullEvt)
                endif
                set low word of wmTaskData = ID of selected menu
                    item
                set high word of wmTaskData = ID of menu from
                    which selection was made
                return (wInMenuBar)
            endif
        endif
    endif
endif

```

```
elseif low word of wmTaskData < 250
    if tmOpenNDA in wmTaskMask = 0
        set low word of wmTaskData = ID of selected menu
            item
        set high word of wmTaskData = ID of menu from
            which selection was made
        return (wInDeskItem)
    endif
    call OpenNDA
    dim menu title for selected menu item
    set low word of wmTaskData = wInDeskItem
    return (nullEvt)
elseif tmSpecial of wmTaskMask = 0
    set low word of wmTaskData = ID of selected menu item
    set high word of wmTaskData = ID of menu from which
        selection was made
    return (wInSpecial)
elseif top window is an application window
    if tmControlMenu of wmTaskMask = 1
        call SendEventToCtl with targetOnlyFlag = TRUE
        if result <> 0
            set wmTaskData2 = handle of control that
                took keystroke
            set wmTaskData3 = result code from defProc
            set wmTaskData4 = ID of control that took
                keystroke
            dim the menu title for selected menu item
            set low word of wmTaskData =
                wInControlMenu
            return (nullEvt)
        endif
    endif
    set low word of wmTaskData = ID of selected menu item
    set high word of wmTaskData = ID of menu from which
        item was selected
    return (wInSpecial)
```



```

        elseif low word of wmTaskData = 250, 251, 252, 253, or 254
            call SystemEdit
            if SystemEdit returns FALSE
                set low word of wmTaskData = ID of selected menu
                    item
                set high word of wmTaskData = ID of menu from
                    which item was selected
                return (wInSpecial)
            endif
            dim menu title for menu item that was selected
            set low word of wmTaskData = wCalledSysEdit
            return (nullEvt)
        elseif low word of wmTaskData = 255
            call CloseNDAByWinPtr for top window
            dim menu title for menu item that was just selected
            set low word of wmTaskData = wClosedNDA
            return (nullEvt)
        endif
    endif
endif

CheckControls:

if tmControlKey in wmTaskMask = 1
    set wmTaskData2, wmTaskData3, and wmTaskData4 = 0
    if there is a front window
        call SendEventToCtl with targetOnlyFlag = FALSE
        if result <> 0
            set wmTaskData2 = handle of control that took the
                keystroke
            set wmTaskData3 = result from defProc
            set wmTaskData4 = ID of control that took the
                keystroke
            set wmTaskData = window containing control
            if control is a check box or radio button
                set the ctlValue for the control
            endif
            return (wInControl)
        endif
    endif
endif
return (keyDownEvt or autoKeyEvt)
endif

```

`TaskMasterKey` first checks to see if menu keys are to be passed to the Menu Manager. If so, `TaskMasterKey` calls `MenuKey`. If the user entered a menu keystroke, `MenuKey` handles it and `TaskMasterKey` returns control to the calling application.

If the user did not enter a menu key equivalent or if keystrokes are not to be passed to the Menu Manager, `TaskMasterKey` looks for a control in the active window that wants the keystroke. If a control takes the event, `TaskMasterKey` returns `nullEvt` to the calling application. Otherwise, `TaskMasterKey` returns `keyDownEvt`, indicating that the keystroke is for the application.

---

**GDRPrivate     \$540E**

This is an internal Window Manager call; your program should never issue this call.

---

## Error messages

This section documents the error numbers and accompanying messages produced by the `ErrorWindow` tool call. For each error number, the following table specifies the message text displayed in the dialog box, the icon shown, and the button(s) available for the user to press. Any required substitution strings are shown in the message text.

Error (Hex)	Message	Icon	Button
\$00	No error occurred.	None	OK
\$01	Bad system call number.	None	OK
\$04	Invalid parameter count.	None	OK
\$07	GS/OS already active.	None	OK
\$10	Device not found.	None	OK
\$11	Invalid device number.	None	OK
\$20	Bad request or demand.	None	OK
\$21	Bad control or status code.	None	OK
\$22	Bad call parameter.	None	OK
\$23	Character device not open.	None	OK
\$24	Character device already open.	None	OK
\$25	Interrupt table full.	None	OK
\$26	Resources not available.	None	OK
\$27	I/O error.	None	OK
\$28	Device not connected.	None	OK
\$29	Driver is busy and not available.	None	OK
\$2B	Device is write protected.	None	OK
\$2C	Invalid byte count.	None	OK
\$2D	Invalid block number.	None	OK
\$2E	Disk has been switched.	None	OK
\$2F	Device off-line/no media present.	None	OK
\$40	Invalid pathname syntax.	None	OK
\$43	Invalid reference number.	None	OK
\$44	Subdirectory does not exist.	None	OK
\$45	Volume not found.	None	OK
\$46	File not found.	None	OK
\$47	Duplicate pathname.	None	OK
\$48	Volume full.	None	OK
\$49	Volume directory full.	None	OK

\$4A	Version error.	None	OK
\$4B	Bad storage type.	None	OK
\$4C	End of file encountered.	None	OK
\$4D	Position out of range.	None	OK
\$4E	Access not allowed.	None	OK
\$4F	Buffer too small.	None	OK
\$50	File is already open.	None	OK
\$51	Directory error.	None	OK
\$52	Unknown volume type.	None	OK
\$53	Parameter out of range.	None	OK
\$54	Out of memory.	None	OK
\$57	Duplicate volume name.	None	OK
\$58	Not a block device.	None	OK
\$59	Specified level is outside legal range	None	OK
\$5A	Block number too large.	None	OK
\$5B	Invalid pathnames for change_path.	None	OK
\$5C	Not an executable file.	None	OK
\$5D	Operating system not supported.	None	OK
\$5F	Stack overflow.	None	OK
\$60	Data unavailable.	None	OK
\$61	End of directory has been reached.	None	OK
\$62	Invalid FST call class.	None	OK
\$63	File does not contain requested resource.	None	OK
\$64	Specified FST is not present in system	None	OK
\$65	FST does not handle this type of call	None	OK
\$66	FST handled call, but result is weird	None	OK
\$67	Internal error.	None	OK
\$68	Device list is full.	None	OK
\$69	Supervisor list is full.	None	OK
\$70	Cannot expand file, resource already exists.	None	OK

\$71	Cannot add resource fork to this type of file.	None	OK
\$72	Unknown error: [error string].	None	Cancel
\$80	Error creating the new directory: [reason string].	Stop	Cancel
\$81	Error saving the file: [reason string].	Stop	Cancel
\$82	Insufficient access privileges to open that folder.	Stop	OK
\$83	The selected folder cannot be opened: [reason string].	Stop	Cancel
\$84	You cannot replace a folder with a file.	Stop	Cancel
\$85	That file already exists.	Stop	Cancel Replace
\$86	Insufficient memory to perform that operation. About [number string]K additional needed	Stop	Cancel
\$87	Initialization failed: Disk write protected.	Stop	Cancel
\$88	The pathname is too long.	Stop	OK
\$89	The disk is write protected.	Caution	Cancel
\$8A	The disk is full.	Stop	Cancel
\$8B	The disk directory is full.	Stop	Cancel
\$8C	The file is copy-protected and can't be copied.	Stop	Cancel
\$8D	Memory is full.	Stop	OK
\$8E	There isn't enough memory remaining to complete this operation. Please close some windows and try again.	Stop	OK
\$8F	The item is locked and can't be renamed.	Stop	Cancel
\$90	An I/O error has occurred while using the disk.	Stop	Cancel
\$91	This disk seems to be damaged	Stop	Cancel
\$92	Not a ProDOS disk.	Stop	OK
\$93	No on-line volumes can be found.	Stop	OK
\$94	Insert the disk: [name string].	Swap	Cancel

## Appendix E **Resource Types**

This appendix documents the format and content of standard resources used by the Apple IIGS toolbox. The resources are discussed in alphabetical order by resource type name.

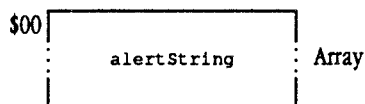
---

## **rAlertString \$8015**

Figure E-1 defines the layout of resource type `rAlertString` (\$8015). Resources of this type define the data for Alert Windows to be displayed by the `AlertWindow` Window Manager tool call. For more complete information on Alert Window definitions, see Chapter 52, "Window Manager Update," earlier in this book.

■ **Figure E-1** Alert string, type `rAlertString` (\$8015)

`AlertWindow` accepts a reference to a string that contains its message, and a reference to an array of substitution strings. The substitution strings can be any of seven standard strings (such as "OK", "Continue", and so on) or can be specified by the application and stored in the buffer to which the substitution-string pointer refers.



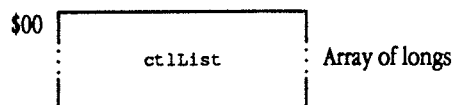
`alertString` Defines the alert message to be displayed. Contents of this string must comply with the rules for Alert Window definitions documented in Chapter 52, "Window Manager Update," earlier in this book.

---

**rControlList      \$8003**

Figure E-2 defines the layout of resource type `rControlList` (\$8003). The Control Manager stores lists of resource IDs in resources of this type.

■ **Figure E-2**      Control List, type `rControlList` (\$8003)



`ctlList`      List of resource IDs for control template definitions. The last entry must be set to NIL.



---

## **rControlTemplate    \$8004**

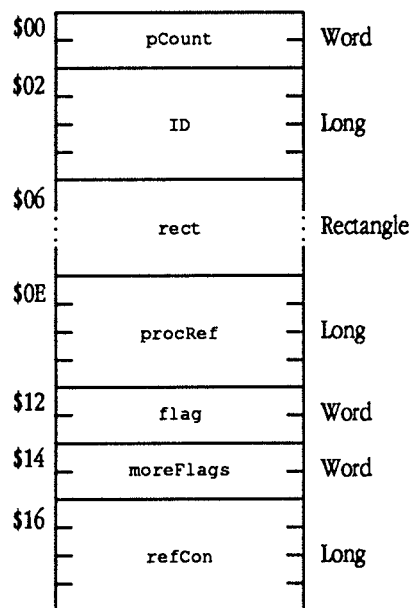
Resources of type `rControlTemplate` (\$8004) define control templates, used with the Control Manager `NewControl2` tool call to create controls. You fill a type `rControlTemplate` resource according to the needs of the particular control you want to create. The system distinguishes between different control templates by examining the `procRef` field in the standard header portion that precedes each template.

### Control template standard header

Each control template contains the standard header, which consists of seven fields. Following that header, some templates have additional fields, which further define the control to be created. The format and content of the standard template header is shown in Figure E-3.

Custom control definition procedures establish their own item template layout. The only restriction placed on these templates is that the standard header be present and well formed. Custom data for the control procedure may follow the standard header.

■ **Figure E-3** Control template standard header



**pCount** Count of parameters in the item template, not including the pCount field. Minimum value is 6, maximum value varies depending upon the type of control template.

**ID** Sets the `ctlID` field of the control record for the new control. The `ctlID` field may be used by the application to provide a straightforward mechanism for keeping track of controls. The control ID is a value assigned by your application, which the control “carries around” for your convenience. Your application can use the ID, which has a known value, to identify a particular control.

**rect** Sets the `ctlRect` field of the control record for the new control. Defines the boundary rectangle for the control.

**procRef** Sets the `ctlProc` field of the control record for the new control. This field contains a reference to the control definition procedure for the control. The value of this field is either a pointer to a control definition procedure, or the ID of a standard routine. The standard values are:

<code>simpleButtonControl</code>	<code>\$80000000</code>	Simple button
<code>checkControl</code>	<code>\$82000000</code>	Check box
<code>iconButtonControl</code>	<code>\$07FF0001</code>	Icon button
<code>editLineControl</code>	<code>\$83000000</code>	LineEdit
<code>listControl</code>	<code>\$89000000</code>	List
<code>pictureControl</code>	<code>\$8D000000</code>	Picture
<code>popUpControl</code>	<code>\$87000000</code>	Pop-up
<code>radioControl</code>	<code>\$84000000</code>	Radio control
<code>scrollBarControl</code>	<code>\$86000000</code>	Scroll bar
<code>growControl</code>	<code>\$88000000</code>	Size box
<code>statTextControl</code>	<code>\$81000000</code>	Static Text
<code>editTextControl</code>	<code>\$85000000</code>	TextEdit

**flag** A word used to set both `ctlHilite` and `ctlFlag` in the control record for the new control. Since this is a word, the bytes for `ctlHilite` and `ctlFlag` are reversed. The high-order byte of `flag` contains `ctlHilite`, while the low-order byte contains `ctlFlag`. The bits in `flag` are mapped as follows:

Highlight	bits 8–15	Indicates highlighting style:
		0 Control active, no highlighted parts
		1–254 Part code of highlighted part
		255 Control inactive
Invisible	bit 7	Governs visibility of control:
		0 - Control visible
		1 - Control invisible
Variable	bits 0–6	Values and meaning depends upon control type

**moreFlags**      Used to set the `ctlMoreFlags` field of the control record for the new control.

The high-order byte is used by the Control Manager to store its own control information. The low-order byte is used by the control definition procedure to define reference types.

The defined Control Manager flags are:

<b>fCtlTarget</b>	\$8000	If set to 1, this control is currently the target of any typing or editing commands.
<b>fCtlCanBeTarget</b>	\$4000	If set to 1 then this control can be made the target control.
<b>fCtlWantEvents</b>	\$2000	If set to 1 then this control can be called when events are passed via the <code>SendEventToCtl</code> Control Manager call. Note that, if the <code>fCtlCanBeTarget</code> flag is set to 1, this control will receive events sent to it regardless of setting of this flag.
<b>fCtlProcRefNotPtr</b>	\$1000	If set to 1, then Control Manager expects <code>ctlProc</code> to contain the ID of a standard control procedure. If set to 0, then <code>ctlProc</code> contains a pointer to the custom control procedure.
<b>fCtlTellAboutSize</b>	\$0800	If set to 1, then this control needs to be notified when the size of the owning window has changed. This flag allows custom control procedures to resize their associated control images in response to changes in window size.
<b>fCtlIsMultiPart</b>	\$0400	If set to 1, then this is a multipart control. This flag allows control definition procedures to manage multi-part controls (necessary since the Control Manager does not know about all the parts of a multi-part control).

The low-order byte uses the following convention to describe references to color tables and titles (note, though, that some control templates do not follow this convention):

<code>titleIsPtr</code>	\$00	Title reference is by pointer
<code>titleIsHandle</code>	\$01	Title reference is by handle
<code>titleIsResource</code>	\$02	Title reference is by resource ID
<code>colorTableIsPtr</code>	\$00	Color table reference is by pointer
<code>colorTableIsHandle</code>	\$04	Color table reference is by handle
<code>colorTableIsResource</code>	\$08	Color table reference is by resource ID
<code>refCon</code>		Used to set the <code>ctlRefCon</code> field of the control record for the new control. Reserved for application use.

## Keystroke equivalent information

Many of these control templates allow you to specify keystroke equivalent information for the associated controls. Figure E-4 shows the standard format for that keystroke information.

■ **Figure E-4** Keystroke equivalent record layout

\$00	key1	Byte
\$01	key2	Byte
\$02	keyModifiers	Word
\$04	keyCareBits	Word

key1	This is the ASCII code for the upper or lower case of the key equivalent.
key2	This is the ASCII code for the lower or upper case of the key equivalent. Taken with <code>key1</code> , this field completely defines the values against which key equivalents will be tested. If only a single key code is valid, then set <code>key1</code> and <code>key2</code> to the same value.
keyModifiers	These are the modifiers that must be set to 1 in order for the equivalence test to pass. The format of this flag word corresponds to that defined for the event record in Chapter 7, "Event Manager," in Volume 1 of the <i>Toolbox Reference</i> . Note that only the modifiers in the high-order byte are used here.
keyCareBits	These are the modifiers that must match for the equivalence test to pass. The format for this word corresponds to that for <code>keyModifiers</code> . This word allows you to discriminate between double-modified keystrokes. For example, if you want Control-7 to be an equivalent, but not Option-Control-7, you would set the <i>controlKey</i> bit in <code>keyModifiers</code> and both the <i>optionKey</i> and the <i>controlKey</i> bits in <code>keyCareBits</code> to 1. If you want Return and Enter to be treated the same, the <i>keyPad</i> bit should be set to 0.

## Simple button control template

Figure E-5 shows the template that defines a simple button control.

■ **Figure E-5** Item template for simple button controls

\$00	pCount	Word—Parameter count for template: 7, 8, or 9
\$02	ID	Long—Application-assigned control ID
\$06	rect	Rectangle—Boundary rectangle for control
\$0E	procRef	Long—simpleButtonControl=\$80000000
\$12	flag	Word—Highlight and control flags for control
\$14	moreFlags	Word—Additional control flags
\$16	refCon	Long—Application-defined value
\$1A	titleRef	Long—Reference to title for button
\$1E	*colorTableRef	Long—Reference to color table for control (optional)
\$22	*keyEquivalent	Block, 6 bytes—Keystroke equivalent data (optional)



Defined bits for `flag` are

Reserved	bits 8–15	Must be set to 0
<code>ctlInvis</code>	bit 7	1=invisible, 0=visible
Reserved	bits 2–6	Must be set to 0
Button type	bits 0–1	Describes button type: 0 = single-outlined round-cornered button 1 = bold-outlined round-cornered button 2 = single-outlined square-cornered button 3 = single-outlined square-cornered drop-shadowed button

Defined bits for `moreFlags` are

<code>fCtlTarget</code>	bit 15	Must be set to 0
<code>fCtlCanBeTarget</code>	bit 14	Must be set to 0
<code>fCtlWantsEvents</code>	bit 13	Set to 1 if button has keystroke equivalent
<code>fCtlProcNotPtr</code>	bit 12	Must be set to 1
<code>fCtlTellAboutSize</code>	bit 11	Must be set to 0
Reserved	bits 4–10	Must be set to 0
Color table reference	bits 2–3	Defines type of reference in <code>colorTableRef</code> . See Chapter 4, “Control Manager,” in Volume 1 of the <i>Toolbox Reference</i> for the definition of the simple button color table. 00 - color table reference is pointer 01 - color table reference is handle 10 - color table reference is resource ID 11 - invalid value
Title reference	bits 0–1	Defines type of title reference in <code>titleRef</code> : 00 - title reference is pointer 01 - title reference is handle 10 - title reference is resource ID 11 - invalid value

`keyEquivalent` Keystroke equivalent information stored at `keyEquivalent` is formatted as shown in Figure E–4.

## Check box control template

Figure E-6 shows the template that defines a check box control.

■ **Figure E-6** Control template for check box controls

\$00	pCount	Word—Parameter count for template: 8, 9, or 10
\$02	ID	Long—Application-assigned control ID
\$06	rect	Rectangle—Boundary rectangle for control
\$0E	procRef	Long—checkboxControl = \$82000000
\$12	flag	Word—Highlight and control flags for control
\$14	moreFlags	Word—Additional control flags
\$16	refCon	Long—Application-defined value
\$1A	titleRef	Long—Reference to title for box
\$1E	initialValue	Word—Initial box setting: 0 for clear, 1 for checked
\$20	*colorTableRef	Long—Reference to color table for control (optional)
\$24	*keyEquivalent	Block, 6 bytes—Keystroke equivalent data (optional)

Defined bits for `flag` are

Reserved	bits 8–15	Must be set to 0
ctlInvis	bit 7	1=invisible, 0=visible
Reserved	bits 0–6	Must be set to 0

Defined bits for `moreFlags` are

<code>fCtlTarget</code>	bit 15	Must be set to 0
<code>fCtlCanBeTarget</code>	bit 14	Must be set to 0
<code>fCtlWantsEvents</code>	bit 13	Set to 1 if check box has keystroke equivalent
<code>fCtlProcNotPtr</code>	bit 12	Must be set to 1
<code>fCtlTellAboutSize</code>	bit 11	Must be set to 0
Reserved	bits 4–10	Must be set to 0
Color table reference	bits 2–3	Defines type of reference in <code>colorTableRef</code> (see Chapter 4, “Control Manager,” in Volume 1 of the <i>Toolbox Reference</i> for the definition of the check box color table) 00 - color table reference is pointer 01 - color table reference is handle 10 - color table reference is resource ID 11 - invalid value
Title reference	bits 0–1	Defines type of title reference in <code>titleRef</code> : 00 - title reference is pointer 01 - title reference is handle 10 - title reference is resource ID 11 - invalid value
<code>keyEquivalent</code>	Keystroke equivalent information stored at <code>keyEquivalent</code> is formatted as shown in Figure E-4.	

## Icon button control template

Figure E-7 shows the template that defines an icon button control. For more information about icon button controls, see "Icon button control" in Chapter 28, "Control Manager Update," earlier in this book.

■ **Figure E-7** Control template for icon button controls

\$00	pCount	Word—Parameter count for template: 7, 8, 9, 10, or 11
\$02	ID	Long—Application-assigned control ID
\$06	rect	Rectangle—Boundary rectangle for control
\$0E	procRef	Long—iconButtonControl=\$07FF0001
\$12	flag	Word—Highlight and control flags for control
\$14	moreFlags	Word—Additional control flags
\$16	refCon	Long—Application-defined value
\$1A	iconRef	Long—Reference to icon for control
\$1E	*titleRef	Long—Reference to title for control (optional)
\$22	*colorTableRef	Long—Reference to color table for control (optional)
\$26	*displayMode	Word—Bit flag controlling icon appearance (optional)
\$28	*keyEquivalent	Block, 6 bytes—Key equivalent information (optional)

Defined bits for `flag` are

<code>ctlHilite</code>	bits 8–15	Sets the <code>ctlHilite</code> field of the control record
<code>ctlInvis</code>	bit 7	1=invisible, 0=visible
Reserved	bits 3–6	Must be set to 0
<code>showBorder</code>	bit 2	1=No border, 0=Show border
<code>buttonType</code>	bits 0–1	Defines button type: 00 - single-outlined round-cornered button 01 - bold-outlined round-cornered button 10 - single-outlined square-cornered button 11 - single-outlined square-cornered and drop-shadowed button

Defined bits for `moreFlags` are

<code>fCtlTarget</code>	bit 15	Must be set to 0
<code>fCtlCanBeTarget</code>	bit 14	Must be set to 0
<code>fCtlWantsEvents</code>	bit 13	Must be set to 0
<code>fCtlProcNotPtr</code>	bit 12	Must be set to 1
<code>fCtlTellAboutSize</code>	bit 11	Must be set to 0
Reserved	bits 6–10	Must be set to 0
Icon reference	bits 4–5	Defines type of icon reference in <code>iconRef</code> : 00 - icon reference is pointer 01 - icon reference is handle 10 - icon reference is resource ID 11 - invalid value
Color table reference	bits 2–3	Defines type of reference in <code>colorTableRef</code> ; the color table for an icon button is the same as that for a simple button (see Chapter 4, “Control Manager,” in Volume 1 of the <i>Toolbox Reference</i> for the definition of the simple button color table) 00 - color table reference is pointer 01 - color table reference is handle 10 - color table reference is resource ID 11 - invalid value
Title reference	bits 0–1	Defines type of title reference in <code>titleRef</code> : 00 - title reference is pointer 01 - title reference is handle 10 - title reference is resource ID 11 - invalid value

<code>titleRef</code>		Reference to the title string, which must be a Pascal string. If you are not using a title but are specifying other optional fields, set <code>moreFlags</code> bits 0 and 1 to 0, and set this field to zero.
<code>displayMode</code>		Passed directly to the <code>DrawIcon</code> routine, and defines the display mode for the icon. The field is defined as follows (for more information on icons, see Chapter 17, "QuickDraw II Auxiliary," in Volume 2 of the <i>Toolbox Reference</i> ):
Background Color	bits 12–15	Defines the background color to apply to black part of black-and-white icons.
Foreground Color	bits 8–11	Defines the foreground color to apply to white part of black-and-white icons.
Reserved	bits 3–7	Must be set to 0
<code>offLine</code>	bit 2	1=AND light-gray pattern to image being copied 0=Don't AND the image
<code>openIcon</code>	bit 1	1=Copy light-gray pattern instead of image 0=Don't copy light-gray pattern
<code>selectedIcon</code>	bit 0	1=Invert image before copying 0=Don't invert image

Color values (both foreground and background) are indexes into the current color table. See Chapter 16, "QuickDraw II," in Volume 2 of the *Toolbox Reference* for details about the format and content of these color tables.

`keyEquivalent` Keystroke equivalent information stored at `keyEquivalent` is formatted as shown in Figure E-4.

## LineEdit control template

Figure E-8 shows the template that defines a LineEdit control. For more information about LineEdit controls, see “LineEdit control” in Chapter 28, “Control Manager Update,” earlier in this book.

■ **Figure E-8** Control template for LineEdit controls

\$00	pCount	Word—Parameter count for template: 8
\$02	ID	Long—Application-assigned control ID
\$06	rect	Rectangle—Boundary rectangle for control
\$0E	procRef	Long—editLineControl = \$83000000
\$12	flag	Word—Highlight and control flags for control
\$14	moreFlags	Word—Additional control flags
\$16	refCon	Long—Application-defined value
\$1A	maxSize	Word—Maximum length of input line (in bytes)
\$1C	defaultRef	Long—Reference to default text

Defined bits for `flag` are

Reserved	bits 8–15	Must be set to 0
ctlInvis	bit 7	1=invisible, 0=visible
Reserved	bits 0–6	Must be set to 0

Defined bits for `moreFlags` are

<code>fCtlTarget</code>	bit 15	Must be set to 0
<code>fCtlCanBeTarget</code>	bit 14	Must be set to 1
<code>fCtlWantsEvents</code>	bit 13	Must be set to 1
<code>fCtlProcNotPtr</code>	bit 12	Must be set to 1
<code>fCtlTellAboutSize</code>	bit 11	Must be set to 0
Reserved	bits 2–10	Must be set to 0
Text reference	bits 0–1	Defines type of text reference in <code>defaultRef</code> 00 - text reference is pointer 01 - text reference is handle 10 - text reference is resource ID 11 - invalid value

`maxSize` Specifies the maximum number of characters allowed in the `LineEdit` field. Valid values lie in the range from 1 to 255.

The high-order bit indicates whether the `LineEdit` field is a password field. Password fields protect user input by echoing asterisks, rather than the actual user input. If this bit is set to 1, then the `LineEdit` field is a password field.

Note that `LineEdit` controls do not support color tables.



## List control template

Figure E-9 shows the template that defines a list control. For more information about list controls, see “List control” in Chapter 28, “Control Manager Update,” earlier in this book.

■ **Figure E-9** Control template for list controls

\$00	pCount	Word—Parameter count for template: 14 or 15
\$02	ID	Long—Application-assigned control ID
\$06	rect	Rectangle—Boundary rectangle for control
\$0E	procRef	(\$0E) Long—listControl = \$89000000
\$12	flag	Word—Highlight and control flags for control
\$14	moreFlags	Word—Additional control flags
\$16	refCon	Long—Application-defined value
\$1A	listSize	Word—Number of members in list
\$1C	listView	Word—Number of members visible in window
\$1E	listType	Word—Type of list entries, selection options, etc.
\$20	listStart	Word—First visible list member
\$22	listDraw	Long—Pointer to member drawing routine
\$26	listMemHeight	Word—Height of each list item (in pixels)
\$28	listMemSize	Word—Size of list entry (in bytes)
\$2A	listRef	Long—Reference to list of member records
\$2E	*colorTableRef	Long—Reference to color table for control (optional)

Defined bits for `flag` are

Reserved	bits 8–15	Must be set to 0
<code>ctlInvis</code>	bit 7	1=invisible, 0=visible
Reserved	bits 0–6	Must be set to 0

Defined bits for `moreFlags` are

<code>fCtlTarget</code>	bit 15	Must be set to 0
<code>fCtlCanBeTarget</code>	bit 14	Must be set to 0
<code>fCtlWantsEvents</code>	bit 13	Must be set to 0
<code>fCtlProcNotPtr</code>	bit 12	Must be set to 1
<code>fCtlTellAboutSize</code>	bit 11	Must be set to 0
<code>fCtlIsMultiPart</code>	bit 10	Must be set to 1
Reserved	bits 4–9	Must be set to 0
Color table reference	bits 2–3	Defines type of reference in <code>colorTableRef</code> (the color table for a List control is described in Chapter 11, "List Manager," in Volume 1 of the <i>Toolbox Reference</i> ) 00 - color table reference is pointer 01 - color table reference is handle 10 - color table reference is resource ID 11 - invalid value
List reference	bits 0–1	Defines type of reference in <code>listRef</code> (the format for a list member record is described in Chapter 11, "List Manager," in Volume 1 of the <i>Toolbox Reference</i> ) 00 - list reference is pointer 01 - list reference is handle 10 - list reference is resource ID 11 - invalid value

`listType` Valid values for `listType` are as follows:

Reserved	bits 3–15	Must be set to 0.
<code>fListScrollBar</code>	bit 2	Allows you to control where the scroll bar for the list is drawn: 1 - Scroll bar drawn on inside of boundary rectangle. The List Manager calculates space needed, adjusts dimensions of boundary rectangle, and resets this flag. 0 - Scroll bar drawn on outside of boundary rectangle.
<code>fListSelect</code>	bit 1	Controls type of selection options available to the user: 1 - Only single selection allowed 0 - Arbitrary and range selection allowed
<code>fListString</code>	bit 0	Defines the type of strings used to define list items: 1 - C-strings (\$00-terminated) 0 - Pascal strings

For details on the remaining custom fields in this template, see the discussion of “List Controls and List Records” in Chapter 11, “List Manager,” of Volume 1 of the *Toolbox Reference*.

## Picture control template

Figure E-10 shows the template that defines a picture control. For more information about picture controls, see "Picture control" in Chapter 28, "Control Manager Update," earlier in this book.

■ **Figure E-10** Control template for picture controls

\$00	pCount	Word—Parameter count for template: 7
\$02	ID	Long—Application-assigned control ID
\$06	rect	Rectangle—Boundary rectangle for control
\$0E	procRef	Long—pictureControl = \$8D000000
\$12	flag	Word—Highlight and control flags for control
\$14	moreFlags	Word—Additional control flags
\$16	refCon	Long—Application-defined value
\$1A	pictureRef	Long—Reference to picture for control

Defined bits for `flag` are

<code>ctlHilite</code>	bits 8–15	Specifies whether the control wants to receive mouse selection events; the values for <code>ctlHilite</code> are as follows: 0 Control is active 255 Control is inactive
<code>ctlInvis</code>	bit 7	1=invisible, 0=visible
Reserved	bits 0–6	Must be set to 0

Defined bits for `moreFlags` are

<code>fCtlTarget</code>	bit 15	Must be set to 0
<code>fCtlCanBeTarget</code>	bit 14	Must be set to 0
<code>fCtlWantsEvents</code>	bit 13	Must be set to 0
<code>fCtlProcNotPtr</code>	bit 12	Must be set to 1
<code>fCtlTellAboutSize</code>	bit 11	Must be set to 0
Reserved	bits 2–10	Must be set to 0
Picture reference	bits 0–1	Define type of picture reference in <code>pictureRef</code> :
		00 - invalid value
		01 - reference is handle
		10 - reference is resource ID
		11 - invalid value

## Pop-up control template

Figure E-11 shows the template that defines a pop-up control. For more information about pop-up controls, see “Pop-up control” in Chapter 28, “Control Manager Update,” earlier in this book.

■ **Figure E-11** Control template for pop-up controls

\$00	pCount	Word—Parameter count for template: 9 or 10
\$02	ID	Long—Application-assigned control ID
\$06	rect	Rectangle—Boundary rectangle for control
\$0E	procRef	Long—popUpControl=\$87000000
\$12	flag	Word—Highlight and control flags for control
\$14	moreFlags	Word—Additional control flags
\$16	refCon	Long—Application-defined value
\$1A	titleWidth	Word—Width in pixels of title string area
\$1C	menuRef	Long—Reference to menu definition
\$20	initialValue	Word—Item ID of initial item
\$22	*colorTableRef	Long—Reference to color table for control (optional)

Defined bits for `flag` are

<code>ctlHilite</code>	bits 8-15	Specifies whether the control wants to receive mouse selection events; the values for <code>ctlHilite</code> are as follows: 0 Control is active 255 Control is inactive
<code>ctlInvis</code>	bit 7	1=invisible, 0=visible
<code>fType2PopUp</code>	bit 6	Tells the Control Manager whether to create a pop-up menu with white space for scrolling (see Chapter 37, "Menu Manager Update," for details on Type 2 pop-up menus): 1 - Draw pop-up with white space (Type 2) 0 - Draw normal pop-up
<code>fDontHiliteTitle</code>	bit 5	Controls highlighting of the control title: 1 - Do not highlight title when control is popped up 0 - Highlight title
<code>fDontDrawTitle</code>	bit 4	Allows you to prevent the title from being drawn (note that you must supply a title in the menu definition, whether or not it will be displayed); if <code>titlewidth</code> is defined and this bit is set to 1, then the entire menu is offset to the right by <code>titlewidth</code> pixels: 1 - Do not draw the title 0 - Draw the title
<code>fDontDrawResult</code>	bit 3	Allows you to control whether the selection is drawn in the pop-up rectangle: 1 - Do not draw the result in the result area after a selection 0 - Draw the result
<code>fInWindowOnly</code>	bit 2	Controls the extent to which the pop-up menu can grow; this is particularly relevant to Type 2 pop-ups (see Chapter 37, "Menu Manager Update," for details on Type 2 pop-up menus): 1 - Keep the pop-up in the current window 0 - Allow the pop-up to grow to screen size
<code>fRightJustifyTitle</code>		

	bit 1	Controls title justification: 1 - Right justify the title; note that if the title is right justified, then the control rectangle is adjusted to eliminate unneeded pixels, the value for <code>titlewidth</code> is also adjusted 0 - Left justify the title
<code>fRightJustifyResult</code>	bit 0	Controls result justification: 1 - Right justify the selection 0 - Left justify the selection <code>titlewidth</code> pixels from the left of the pop-up rectangle.
Defined bits for <code>moreFlags</code> are		
<code>fCtlTarget</code>	bit 15	Must be set to 0
<code>fCtlCanBeTarget</code>	bit 14	Must be set to 0
<code>fCtlWantsEvents</code>	bit 13	Must be set to 1 if the pop-up has any keystroke equivalents defined
<code>fCtlProcNotPtr</code>	bit 12	Must be set to 1
<code>fCtlTellAboutSize</code>	bit 11	Must be set to 0
Reserved	bits 5–10	Must be set to 0
Color table reference	bits 3–4	Defines type of reference in <code>colorTableRef</code> (the color table for a menu is described in Chapter 13, "Menu Manager," in Volume 1 of the <i>Toolbox Reference</i> ) 00 - color table reference is pointer 01 - color table reference is handle 10 - color table reference is resource ID 11 - invalid value
<code>fMenuDefIsText</code>	bit 2	Defines type of data referred to by <code>menuRef</code> : 1 - <code>menuRef</code> is a pointer to a text stream in <code>NewMenu</code> format (see Chapter 13, "Menu Manager," in Volume 1 of the <i>Toolbox Reference</i> for details) 0 - <code>menuRef</code> is a reference to a Menu Template (again, see Chapter 13, "Menu Manager," in Volume 1 of the <i>Toolbox Reference</i> for details on format and content of a Menu Template)



Menu reference	bits 0–1	Defines type of menu reference in <code>menuRef</code> (if <code>fMenuDefIsText</code> is set to 1, then these bits are ignored): 00 - menu reference is pointer 01 - menu reference is handle 10 - menu reference is resource ID 11 - invalid value
<code>rect</code>		Defines the boundary rectangle for the pop-up and its title, before the menu has been “popped” by the user. The Menu Manager will calculate the lower, right coordinates of the rectangle for you, if you specify those coordinates as (0,0).
<code>initialValue</code>		The initial value to be displayed for the menu. The initial value is the default value for the menu, and is displayed in the pop-up rectangle of “unpopped” menus. You specify an item by its ID, that is, its relative position within the array of items for the menu (see Chapter 37, “Menu Manager Update,” for information on the layout and content of the pop-up menu template). If you pass an invalid item ID then no item is displayed in the pop-up rectangle.
<code>titleWidth</code>		Provides you with additional control over placement of the menu on the screen. The <code>titleWidth</code> field defines an offset from the left edge of the control (boundary) rectangle to the left edge of the pop-up rectangle. If you are creating a series of pop-up menus and you want them to be vertically aligned, you can do this by giving all menus the same <code>x1</code> coordinate and <code>titleWidth</code> value. You may use <code>titleWidth</code> for this even if you are not going to display the title ( <code>fDontDrawTitle</code> flag is set to 1 in <code>flag</code> ). If you set <code>titleWidth</code> to 0, then the Menu Manager determines its value based upon the length of the menu title, and the pop-up rectangle immediately follows the title string. If the actual width of your title exceeds the value of <code>titleWidth</code> , results are unpredictable.
<code>menuRef</code>		Reference to menu definition (see Chapter 13, “Menu Manager,” in Volume 1 of the <i>Toolbox Reference</i> and Chapter 37, “Menu Manager Update,” in this book for details on menu templates). The type of reference contained in <code>menuRef</code> is defined by the menu reference bits in <code>moreFlags</code> .

## Radio button control template

Figure E-12 shows the template that defines a radio button control:

■ **Figure E-12** Control template for radio button controls

\$00	pCount	Word—Parameter count for template: 8, 9, or 10
\$02	ID	Long—Application-assigned control ID
\$06	rect	Rectangle—Boundary rectangle for control
\$0E	procRef	Long—radioButtonControl = \$84000000
\$12	flag	Word—Highlight and control flags for control
\$14	moreFlags	Word—Additional control flags
\$16	refCon	Long—Application-defined value
\$1A	titleRef	Long—Reference to title for button
\$1E	initialValue	Word—Initial setting: 0 for clear, 1 for set
\$20	*colorTableRef	Long—Reference to color table for control (optional)
\$24	*keyEquivalent	Block, 6 bytes—Keystroke equivalent data (optional)

Defined bits for `flag` are

Reserved	bits 8–15	Must be set to 0
ctlInvis	bit 7	1=invisible, 0=visible

Family number	bits 0–6	Family numbers define associated groups of radio buttons; radio buttons in the same family are logically linked, that is, setting one radio button in a family clears all other buttons in the same family
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Defined bits for `moreFlags` are as follows:

<code>fCtlTarget</code>	bit 15	Must be set to 0
<code>fCtlCanBeTarget</code>	bit 14	Must be set to 0
<code>fCtlWantsEvents</code>	bit 13	Set to 1 if button has keystroke equivalent
<code>fCtlProcNotPtr</code>	bit 12	Must be set to 1
<code>fCtlTellAboutSize</code>	bit 11	Must be set to 0
Reserved	bits 4–10	Must be set to 0
Color table reference	bits 2–3	Defines type of reference in <code>colorTableRef</code> (see Chapter 4, “Control Manager,” in Volume 1 of the <i>Toolbox Reference</i> for the definition of the radio button color table) 00 - color table reference is pointer 01 - color table reference is handle 10 - color table reference is resource ID 11 - invalid value
Title reference	bits 0–1	Defines type of title reference in <code>titleRef</code> : 00 - title reference is pointer 01 - title reference is handle 10 - title reference is resource ID 11 - invalid value

`keyEquivalent` Keystroke equivalent information stored at `keyEquivalent` is formatted as shown in Figure E-4.

### Scroll bar control template

Figure E-13 shows the template that defines a scroll bar control:

■ **Figure E-13** Control template for scroll bar controls

\$00	pCount	Word—Parameter count for template: 9 or 10
\$02	ID	Long—Application-assigned control ID
\$06	rect	Rectangle—Boundary rectangle for control
\$0E	procRef	Long—scrollControl = \$86000000
\$12	flag	Word—Highlight and control flags for control
\$14	moreFlags	Word—Additional control flags
\$16	refCon	Long—Application-defined value
\$1A	maxSize	Word—Initial size of displayed item
\$1C	viewSize	Word—Amount of item initially visible
\$1E	initialValue	Word—Initial setting
\$20	*colorTableRef	Long—Reference to color table for control (optional)

Defined bits for `flag` are

Reserved	bits 8-15	Must be set to 0
<code>ctlInvis</code>	bit 7	1=invisible, 0=visible
Reserved	bits 5-6	Must be set to 0
<code>horScroll</code>	bit 4	1=horizontal scroll bar, 0=vertical scroll bar
<code>rightFlag</code>	bit 3	1=bar has right arrow, 0=bar has no right arrow
<code>leftFlag</code>	bit 2	1=bar has left arrow, 0=bar has no left arrow
<code>downFlag</code>	bit 1	1=bar has down arrow, 0=bar has no down arrow
<code>upFlag</code>	bit 0	1=bar has up arrow, 0=bar has no up arrow

Note that extraneous flag bits are ignored, based upon state of `horScroll` flag. For example, for vertical scroll bars, `rightFlag` and `leftFlag` are ignored.

Defined bits for `moreFlags` are

<code>fCtlTarget</code>	bit 15	Must be set to 0
<code>fCtlCanBeTarget</code>	bit 14	Must be set to 0
<code>fCtlWantsEvents</code>	bit 13	Must be set to 0
<code>fCtlProcNotPtr</code>	bit 12	Must be set to 1
<code>fCtlTellAboutSize</code>	bit 11	Must be set to 0
Reserved	bits 4-10	Must be set to 0
Color table reference	bits 2-3	Defines type of reference in <i>colorTableRef</i> (see Chapter 4, "Control Manager," in Volume 1 of the <i>Toolbox Reference</i> and "Clarifications" in Chapter 28, "Control Manager Update," earlier in this book for the definition of the scroll bar color table) 00 - color table reference is pointer 01 - color table reference is handle 10 - color table reference is resource ID 11 - invalid value
Reserved	bits 0-1	Must be set to 0

## Size box control template

Figure E-14 shows the template that defines a size box control:

■ **Figure E-14** Control template for size box controls

\$00	pCount	Word—Parameter count for template: 6 or 7
\$02	ID	Long—Application-assigned control ID
\$06	rect	Rectangle—Boundary rectangle for control
\$0E	procRef	Long—growControl=\$88000000
\$12	flag	Word—Highlight and control flags for control
\$14	moreFlags	Word—Additional control flags
\$16	refCon	Long—Application-defined value
\$20	*colorTableRef	Long—Reference to color table for control (optional)

Defined bits for flag are

Reserved	bits 8–15	Must be set to 0
ctlInvis	bit 7	1=invisible, 0=visible
Reserved	bits 1–6	Must be set to 0
fCallWindowMgr	bit 0	1=call GrowWindow and SizeWindow to track this control 0=just highlight control

Defined bits for `moreFlags` are

<code>fCtlTarget</code>	bit 15	Must be set to 0
<code>fCtlCanBeTarget</code>	bit 14	Must be set to 0
<code>fCtlWantsEvents</code>	bit 13	Must be set to 0
<code>fCtlProcNotPtr</code>	bit 12	Must be set to 1
<code>fCtlTellAboutSize</code>	bit 11	Must be set to 0
Reserved	bits 4–10	Must be set to 0
Color table reference	bits 2–3	Defines type of reference in <code>colorTableRef</code> (see “Error Corrections” in Chapter 28, “Control Manager Update,” earlier in this book for the definition of the size box color table) 00 - color table reference is pointer 01 - color table reference is handle 10 - color table reference is resource ID 11 - invalid value
Reserved	bits 0–1	Must be set to 0

## Static text control template

Figure E-15 shows the template that defines a static text control. For more information about static text controls, see "Static text control" in Chapter 28, "Control Manager Update," earlier in this book.

■ **Figure E-15** Control template for static text controls

\$00	pCount	Word—Parameter count for template: 7, 8, or 9
\$02	ID	Long—Application-assigned control ID
\$06	rect	Rectangle—Boundary rectangle for control
\$0E	procRef	Long—statTextControl = \$81000000
\$12	flag	Word—Highlight and control flags for control
\$14	moreFlags	Word—Additional control flags
\$16	refCon	Long—Application-defined value
\$1A	textRef	Long—Reference to text for control
\$1E	*textSize	Word—Text size field (optional)
\$20	*just	Word—Initial justification for text (optional)



Defined bits for `flag` are

Reserved	bits 8-15	Must be set to 0
<code>ctlInvis</code>	bit 7	1=invisible, 0=visible
Reserved	bits 2-6	Must be set to 0
<code>fSubstituteText</code>	bit 1	0=no text substitution to perform 1=there is text substitution to perform
<code>fSubTextType</code>	bit 0	0=C strings 1=Pascal strings

Defined bits for `moreFlags` are

<code>fCtlTarget</code>	bit 15	Must be set to 0
<code>fCtlCanBeTarget</code>	bit 14	Must be set to 0
<code>fCtlWantsEvents</code>	bit 13	Must be set to 0
<code>fCtlProcNotPtr</code>	bit 12	Must be set to 1
<code>fCtlTellAboutSize</code>	bit 11	Must be set to 0
Reserved	bits 2-10	Must be set to 0
Text Reference	bits 0-1	Defines type of text reference in <code>textRef</code> : 00 - text reference is pointer 01 - text reference is handle 10 - text reference is resource ID 11 - invalid value

`textSize` The size of the referenced text in characters, but only if the text reference in `textRef` is a pointer. If the text reference is either a handle or a resource ID, then the Control Manager can extract the length from the handle.

`just` The justification word is passed on to `LETextBx2` (see Chapter 10, "LineEdit Tool Set," in Volume 1 of the *Toolbox Reference* for details on the `LETextBx2` tool call), and is used to set the initial justification for the text being drawn. Valid values for `just` are

<code>leftJustify</code>	0	Text is left justified in the display window
<code>centerJustify</code>	1	Text is centered in the display window
<code>rightJustify</code>	-1	Text is right justified in the display window
<code>fullJustify</code>	2	Text is fully justified (both left and right) in the display window

Static text controls do not support color tables. In order to display text of different color, you must embed the appropriate commands into the text string you are displaying. See the discussion of `LETextBx2` in Chapter 10, "LineEdit Tool Set," in Volume 1 of the *Toolbox Reference* for details on command format and syntax.

## TextEdit control template

Figure E-16 shows the template that defines a TextEdit control. For more information about TextEdit controls, see "TextEdit control" in Chapter 28, "Control Manager Update," earlier in this book.

■ **Figure E-16** Control template for TextEdit controls

\$00	pCount	Word—Parameter count for template: 7 to 23
\$02	ID	Long—Application-assigned control ID
\$06	rect	Rectangle—Boundary rectangle for control
\$0E	procRef	Long—editTextControl=\$85000000
\$12	flag	Word—Highlight and control flags for control
\$14	moreFlags	Word—Additional control flags
\$16	refCon	Long—Application-defined value
\$1A	textFlags	Long—Specific TextEdit control flags (see below)
\$1E	*indentRect	Rectangle—Defines text indentation from control rect (optional)
\$26	*vertBar	Long—Handle to vertical scroll bar for control (optional)
\$2A	*vertAmount	Word—Vertical scroll amount, in pixels (optional)
\$2C	*horzBar	Long—Reserved; must be set to NIL (optional)
\$30	*horzAmount	Word—Reserved; must be set to 0 (optional)
	continued	

	continued	
\$32	*styleRef	Long—Reference to initial style information for text (optional)
\$36	*textDescriptor	Word—Defines format of initial text and textRef (optional)
\$38	*textRef	Long—Reference to initial text for edit window (optional)
\$3C	*textLength	Long—Length of initial text (optional)
\$40	*maxChars	Long—Maximum number of characters allowed (optional)
\$44	*maxLines	Long—Reserved; must be set to 0 (optional)
\$48	*maxCharsPerLines	Word—Reserved; must be set to 0 (optional)
\$4A	*maxHeight	Word—Reserved; must be set to 0 (optional)
\$4C	*colorRef	Long—Reference to TextEdit color table (optional)
\$50	*drawMode	Word—QuickDraw II text mode for edit window (optional)
\$52	*filterProcPtr	Long—Pointer to filter routine for this control (optional)

Defined bits for flag are

Reserved	bits 8–15	Must be set to 0
ctlInvis	bit 7	1=invisible, 0=visible
Reserved	bits 0–6	Must be set to 0

Defined bits for `moreFlags` are

<code>fCtlTarget</code>	bit 15	Must be set to 0
<code>fCtlCanBeTarget</code>	bit 14	Must be set to 1
<code>fCtlWantsEvents</code>	bit 13	Must be set to 1
<code>fCtlProcNotPtr</code>	bit 12	Must be set to 1
<code>fTellAboutSize</code>	bit 11	If set to 1, a size box will be created in the lower-right corner of the window. Whenever the control window is resized, the edit text will be resized and redrawn.
<code>fCtlIsMultiPart</code>	bit 10	Must be set to 1
Reserved	bits 4–9	Must be set to 0
Color table reference	bits 2–3	Defines type of reference in <code>colorRef</code> ; the color table for a <code>TextEdit</code> control ( <code>TEColorTable</code> ) is described in Chapter 49, “TextEdit,” in this book: 00 - color table reference is pointer 01 - color table reference is handle 10 - color table reference is resource ID 11 - invalid value
Style reference	bits 0–1	Defines type of style reference in <code>styleRef</code> ; the format for a <code>TextEdit</code> style descriptor is described in Chapter 49, “TextEdit,” in this book: 00 - style reference is pointer 01 - style reference is handle 10 - style reference is resource ID 11 - invalid value

△ **Important** Do not set `fTellAboutSize` to 1 unless the control also has a vertical scroll bar. △

Valid values for `textFlags` are

<code>fNotControl</code>	bit 31	Must be set to 0
<code>fSingleFormat</code>	bit 30	Must be set to 1
<code>fSingleStyle</code>	bit 29	Allows you to restrict the style options available to the user: 1 - Allow only one style in the text 0 - Do not restrict the number of styles in the text
<code>fNoWordWrap</code>	bit 28	Allows you to control <code>TextEdit</code> word wrap behavior: 1 - Do not word wrap the text; only break lines on CR (\$0D) characters 0 - Perform word wrap to fit the ruler

<code>fNoScroll</code>	bit 27	Controls user access to scrolling: 1 - Do not allow either manual or auto-scrolling 0 - Scrolling permitted
<code>fReadOnly</code>	bit 26	Restricts the text in the window to read-only operations (copying from the window will still be allowed): 1 - No editing allowed 0 - Editing permitted
<code>fSmartCutPaste</code>	bit 25	Controls <code>TextEdit</code> support for smart cut and paste (see Chapter 49, "TextEdit," for details on smart cut and paste support): 1 - Use smart cut and paste 0 - Do not use smart cut and paste
<code>fTabSwitch</code>	bit 24	Defines behavior of the Tab key (see Chapter 49, "TextEdit," for details): 1 - Tab to next control in the window 0 - Tab inserted in <code>TextEdit</code> document
<code>fDrawBounds</code>	bit 23	Tells <code>TextEdit</code> whether to draw a box around the edit window, just inside <code>rect</code> ; the pen for this box is two pixels wide and one pixel high 1 - Draw rectangle 0 - Do not draw rectangle
<code>fColorHilight</code>	bit 22	Must be set to 0.
<code>fGrowRuler</code>	bit 21	Tells <code>TextEdit</code> whether to resize the ruler in response to the user resizing the edit window; if set to 1, <code>TextEdit</code> will automatically adjust the right margin value for the ruler: 1 - Resize the ruler 0 - Do not resize the ruler
<code>fDisableSelection</code>	bit 20	Controls whether user can select text: 1 - User cannot select text 0 - User can select text
<code>fDrawInactiveSelection</code>	bit 19	Controls how inactive selected text is displayed: 1 - <code>TextEdit</code> draws a box around inactive selections 0 - <code>TextEdit</code> does not display inactive selections
Reserved	bits 0-18	Must be set to 0

<code>indentRect</code>	Each coordinate of this rectangle specifies the amount of white space to leave between the boundary rectangle for the control and the text itself, in pixels. Default values are (2,6,2,4) in 640 mode and (2,4,2,2) in 320 mode. Each indentation coordinate may be specified individually. In order to assert the default for any coordinate, specify its value as \$FFFF.
<code>vertBar</code>	Handle of the vertical scroll bar to use for the <code>TextEdit</code> window. If you do not want a scroll bar at all, then set this field to <code>NIL</code> . If you want <code>TextEdit</code> to create a scroll bar for you, just inside the right edge of the boundary rectangle for the control, then set this field to \$FFFFFFFF.
<code>vertAmount</code>	Specifies the number of pixels to scroll whenever the user presses the up or down arrow on the vertical scroll bar. In order to use the default value (9 pixels), set this field to \$0000.
<code>horzBar</code>	Must be set to <code>NIL</code> .
<code>horzAmount</code>	Must be set to 0.
<code>styleRef</code>	Reference to initial style information for the text. See the description of the <code>TEFormat</code> record in Chapter 49, "TextEdit," for information about the format and content of a style descriptor. Bits 1 and 0 of <code>moreFlags</code> define the type of reference (pointer, handle, resource ID). To use the default style and ruler information, set this field to <code>NULL</code> .
<code>textDescriptor</code>	Input text descriptor that defines the reference type for the initial text (which is in <code>textRef</code> ) and the format of that text. See Chapter 49, "TextEdit," for detailed information on text and reference formats.
<code>textRef</code>	Reference to initial text for the edit window. If you are not supplying any initial text, then set this field to <code>NULL</code> .
<code>textLength</code>	If <code>textRef</code> is a pointer to the initial text, then this field must contain the length of the initial text. For other reference types, <code>TextEdit</code> extracts the length from the reference itself.

- ◆ *Note:* You must specify or omit the `textDescriptor`, `textRef`, and `textLength` fields as a group.

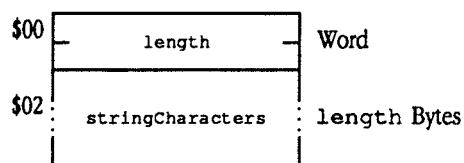
<code>maxChars</code>	Maximum number of characters allowed in the text. If you do not want to define any limit to the number of characters, then set this field to <code>NULL</code> .
<code>maxLines</code>	Must be set to 0.
<code>maxCharsPerLines</code>	Must be set to <code>NULL</code> .
<code>maxHeight</code>	Must be set to 0.
<code>colorRef</code>	Reference to the color table for the text. This is a Text Edit color table (see Chapter 49, "TextEdit," for format and content of <code>TEColorTable</code> ). Bits 2 and 3 of <code>moreFlags</code> define the type of reference stored here.
<code>drawMode</code>	This is the text mode used by QuickDraw II for drawing text. See Chapter 16, "QuickDraw II," in Volume 2 of the <i>Toolbox Reference</i> for details on valid text modes.
<code>filterProcPtr</code>	Pointer to a filter routine for the control. See Chapter 49, "TextEdit," for details on TextEdit generic filter routines. If you do not want to use a filter routine for the control, set this field to <code>NIL</code> .

---

**rC1InputString     \$8005**

Figure E-17 defines the layout of resource type `rC1InputString` (\$8005). Resources of this type contain GS/OS Class 1 input strings (length word followed by data).

■ **Figure E-17**    GS/OS class1 input string, type `rC1InputString` (\$8005)



**length**                      Indicates the number of bytes stored at `stringCharacters`. This is an unsigned integer; valid values lie in the range from 1 to 65535.

**stringCharacters**  
                              Array of `length` characters.

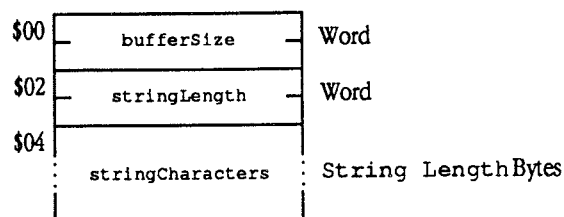


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## **rClOutputString     \$8023**

Figure E-18 defines the layout of resource type `rClOutputString` (\$8023). Resources of this type contain GS/OS class 1 output strings (buffer size word and string length word followed by data).

■ **Figure E-18**    GS/OS class1 output string, type `rClOutputString` (\$8023)



**bufferSize**       Indicates the number of bytes in the entire structure, including `bufferSize`.

**stringLength**    Indicates the number of bytes stored at `stringCharacters`. This is an unsigned integer; valid values lie in the range from 1 to 65535. If the returned string will not fit in the buffer, this field indicates the length of the string the system wants to return. Your program should add four to that value (to account for `bufferSize` and `stringLength`, resize the buffer, and reissue the call).

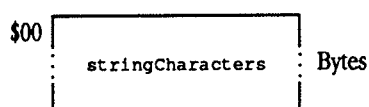
**stringCharacters**  
                      Array of `stringLength` characters.

---

**rCString     \$801D**

Figure E-19 defines the layout of resource type `rCString` (\$801D). Resources of this type contain C strings (null-terminated character array).

■ **Figure E-19**    C string, type `rCString` (\$801D)



**stringCharacters**

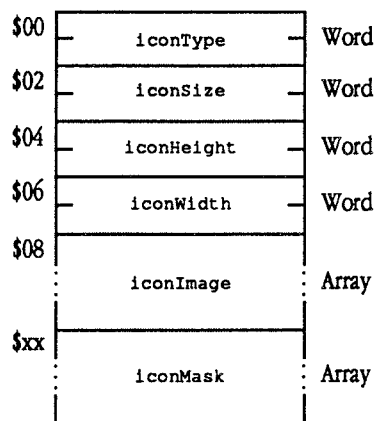
Array of characters; last character must be a null (\$00). The string may contain up to 65,535 characters, including the null terminator.

---

## **rIcon \$8001**

Figure E-20 defines the layout of resource type **rIcon** (\$8001).

■ **Figure E-20** Icon, type **rIcon** (\$8001)



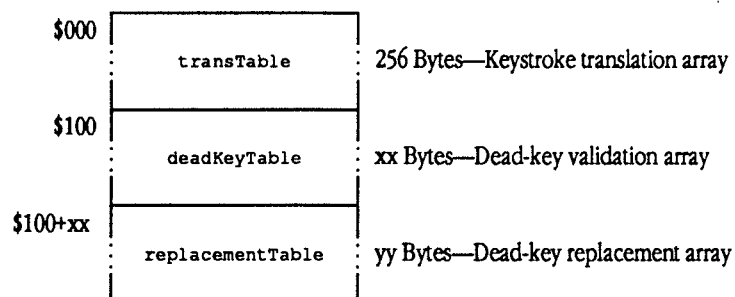
<b>iconType</b>	Contains flags defining the type of icon stored in the icon record.	
<b>Color Indicator</b>	<b>Bit 15</b>	Indicates whether the icon contains a color or black-and-white image 1 - Icon is color 0 - Icon is black and white
<b>iconSize</b>	Specifies the size of the icon image stored at <b>iconImage</b> , in bytes.	
<b>iconHeight</b>	Specifies the height of the icon, in pixels.	
<b>iconWidth</b>	Specifies the width of the icon, in pixels.	
<b>iconImage</b>	Contains <b>iconSize</b> bytes of icon image data.	
<b>iconMask</b>	Contains <b>iconSize</b> bytes of mask data to be applied to the image located at <b>iconImage</b> .	

---

**rKTransTable      \$8021**

Figure E-21 defines the layout of resource type `rKTransTable` (\$8021). Resources of this type define keystroke translation tables for use by the Event Manager (see Chapter 31, "Event Manager Update," earlier in this book for complete information on the format and content of resources of this type).

■ **Figure E-21**    Keystroke translation table, type `rKTransTable` (\$8021)



**transTable**      This is a packed array of bytes used to map the ASCII codes produced by the keyboard into the character value to be generated. Each cell in the array directly corresponds to the ASCII code that is equivalent to the cell offset. For example, the `transTable` cell at offset \$0D (13 decimal) contains the character replacement value for keyboard code \$0D, which, for a straight ASCII translation table, is a Return character (CR). The `transTable` cells from 128 to 255 (\$80 to \$FF) contain values for Option-key sequences (such as Option-S).

**deadKeyTable** This table contains entries used to validate dead keys. Dead key refers to keystrokes used to introduce multikey sequences that result in single characters. For example, pressing Option-u followed by e yields an e with an umlaut. There is one entry in `deadKeyTable` for each defined dead key. The last entry must be set to \$0000. Each entry must be formatted as follows:

<b>deadKey</b>	Byte—Character code for dead key
<b>offset</b>	Byte—Offset from <code>deadKeyTable</code> into <code>replacementTable</code>

**deadKey** Contains the character code for the dead key. The system uses this value to check for user input of a dead key. The system compares this value with the first user keystroke.

**offset** Byte offset from beginning of `deadKeyTable` into relevant subarray in `replacementTable`, divided by 2. The system uses this value to access the valid replacement values for the dead key in question.

**replacementTable** This table contains the valid replacement values for each dead key combination. This table is made up of a series of variable-length subarrays, each relevant to a particular dead key. The last entry in each sub-array must be set to \$0000. Each entry in the `replacementTable` must be formatted as follows:

<b>deadKey</b>	Byte—Character code for dead key
<b>offset</b>	Byte—Offset from <code>deadKeyTable</code> into <code>replacementTable</code>

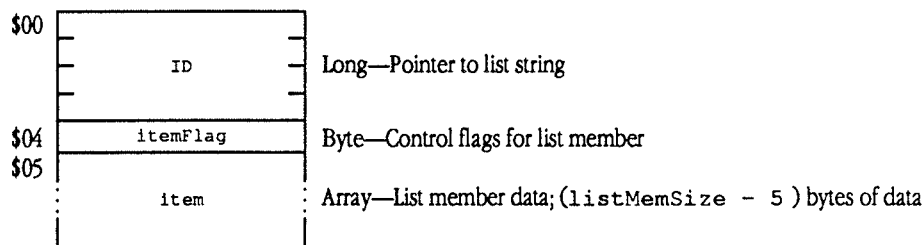
**scanKey** Contains a valid character code for dead key replacement. The system uses this field to determine whether the user entered a valid dead key combination. The system compares this value with the second user keystroke.

**replaceValue** Contains the replacement value for the character specified in `scanKey` for this entry. The system delivers this value as the replacement for a valid dead key combination.

**rListRef      \$801C**

Figure E-22 defines the layout of the array element that comprises resource type `rListRef` (\$801C). Resources of this type define members of list controls (see Chapter 28, "Control Manager Update," earlier in this book for more information on list controls). A single `rListRef` resource may contain more than one of these elements; you concatenate the elements to form the resource.

■ **Figure E-22** List member reference array element, type `rListRef` (\$801C)



<code>itemPtr</code>	Pointer to the list member string.	
<code>itemFlag</code>	Control flags for the member.	
<code>memSelect</code>	Bits 6–7	Indicates whether the item is selected 00 - Item is enabled but not selected 01 - Item is disabled (cannot be selected) 10 - Item is selected 11 - Invalid value
<code>Reserved</code>	Bits 0–5	Must be set to 0
<code>item</code>	Application-specific data for the list member. The <code>listMemSize</code> field of the list control template specifies the size of this field, plus 5. For example, in order to assign a two-byte tag to each list member, you would set <code>listMemSize</code> to 7 (5+2) and place the tag value at <code>item</code> in each list member.	

**rMenu     \$8009**

Figure E-23 defines the layout of resource type `rMenu` (\$8009). Resources of this type define parameters to some new Menu Manager tool calls. See Chapter 37, "Menu Manager Update," earlier in this book for more information.

■ **Figure E-23**    Menu template, type `rMenu` (\$8009)

\$00	version	Word—Version number for template; must be set to 0
\$02	menuID	Word—Menu ID
\$04	menuFlag	Word—Menu flag word
\$06	menuTitleRef	Long—Reference to menu title string
\$0A	itemRefArray	n Longs—References to menu items

<code>version</code>	Identifies the version of the menu template. The Menu Manager uses this field to distinguish between different revisions of the template. Must be set to 0.
<code>menuID</code>	Unique identifier for the menu. See Chapter 13, "Menu Manager," in the <i>Toolbox Reference</i> for information on valid values for <code>menuID</code> .

<code>menuFlag</code>	Bit flags controlling the display and processing attributes of the menu. Valid values for <code>menuFlag</code> are:	
<code>titleRefType</code>	bits 14–15	Defines the type of reference in <code>menuTitleRef</code> : 00 - Reference is pointer 01 - Reference is handle 10 - Reference is resource ID 11 - Invalid value
<code>itemRefType</code>	bits 12–13	Defines the type of reference in each entry of <code>itemRefArray</code> (all array entries must be of the same type): 00 - References are pointers 01 - References are handles 10 - References are resource IDs 11 - Invalid value
Reserved	bits 9–11	Must be set to 0
<code>alwaysCallmChoose</code>	bit 8	Causes the Menu Manager to call a custom menu <code>defProc mChoose</code> routine even when the mouse is not in the menu rectangle (supported tear-off menus): 0 - Do not always call <code>mChoose</code> routine 1 - Always call <code>mChoose</code> routine
<code>disabled</code>	bit 7	Enables or disables the menu: 0 - Menu enabled 1 - Menu disabled
Reserved	bit 6	Must be set to 0
<code>XOR</code>	bit 5	Controls how selection highlighting is performed: 0 - Do not use XOR to highlight 1 - Use XOR to highlight item
<code>custom</code>	bit 4	Indicates whether custom or standard menu: 0 - Standard menu 1 - Custom menu
<code>allowCache</code>	bit 3	Controls menu caching: 0 - Do not cache menu 1 - Menu caching allowed
Reserved	bits 0–2	Must be set to 0
<code>menuTitleRef</code>	Reference to title string for menu. The <code>titleRefType</code> bits in <code>menuFlag</code> indicate whether <code>menuTitleRef</code> contains a pointer, a handle, or a resource ID. If <code>menuTitleRef</code> is a pointer, then the title string must be a Pascal string. Otherwise, the Menu Manager can retrieve the string length from control information in the handle.	

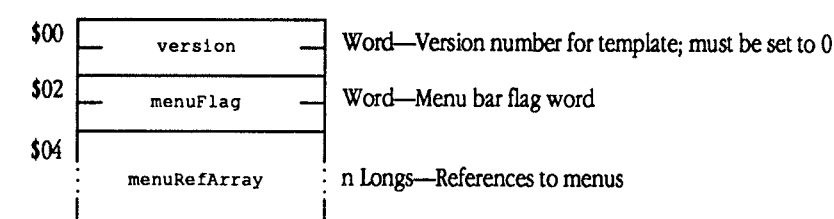


**itemRefArray**    Array of references to the menu items for the menu. The **itemRefType** bits in **menuFlag** indicate whether the entries in the array are pointers, handles, or resource IDs. Note that all array entries must contain the same reference type. The last entry in the array must be set to \$00000000.

**rMenuBar      \$8008**

Figure E-24 defines the layout of resource type `rMenuBar` (\$8008). Resources of this type define the characteristics of a menu bar for new Menu Manager tool calls. For more information, see Chapter 37, "Menu Manager Update," earlier in this book.

■ **Figure E-24** Menu bar record, type `rMenuBar` (\$8008)



version	Identifies the version of the menu bar template. The Menu Manager uses this field to distinguish between different revisions of the template. Must be set to 0.
menuBarFlag	Bit flags controlling the display and processing attributes of the menu bar. Valid values for menuBarFlag are:
menuRefType	bits 14–15 Defines the type of reference in each entry of menuRefArray (all array entries must be of the same type): <ul style="list-style-type: none"> <li>00 - References are pointers</li> <li>01 - References are handles</li> <li>10 - References are resource IDs</li> <li>11 - Invalid value</li> </ul>
Reserved	bits 0–13 Must be set to 0
menuRefArray	Array of references to the menus for the menu bar. The menuRefType bits in menuBarFlag indicate whether the entries in the array are pointers, handles, or resource IDs. Note that all array entries must contain the same reference type. The last entry in the array must be set to \$00000000.

**rMenuItem     \$800A**

Figure E-25 defines the layout of resource type `rMenuItem` (\$800A). Resources of this type define menu items to some new Menu Manager tool calls. See Chapter 37, "Menu Manager Update," earlier in this book for more information.

■ **Figure E-25** Menu item template, type `rMenuItem` (\$800A)

\$00	version	Word—Version number for template; must be set to 0
\$02	itemID	Word—Menu item ID
\$04	itemChar	Byte—Primary keystroke equivalent character
\$05	itemAltChar	Byte—Alternate keystroke equivalent character
\$06	itemCheck	Word—Character code for checked items
\$08	itemFlag	Word—Menu item flag word
\$0A	itemTitleRef	Long—Reference to item title string

**version**                Identifies the version of the menu item template. The Menu Manager uses this field to distinguish between different revisions of the menu item template. Must be set to 0.

**itemID**                Unique identifier for the menu item. See Chapter 13, "Menu Manager," in the *Toolbox Reference* for information on valid values for `itemID`.

**itemChar, itemAltChar**        These fields define the keystroke equivalents for the menu item. The user can select the menu item by pressing the Command key along with the key corresponding to one of these fields. Typically, these fields contain the upper and lower case ASCII codes for a particular character. If you only have a single key equivalence, set both fields with that value.

**itemCheck**            Defines the character to be displayed next to the item when it is checked.

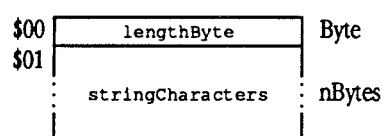
<b>itemFlag</b>	Bit flags controlling the display attributes of the menu item. Valid values for <b>itemFlag</b> are:	
<b>titleRefType</b>	bits 14–15	Defines the type of reference in <b>itemTitleRef</b> : 00 - Reference is pointer 01 - Reference is handle 10 - Reference is resource ID 11 - Invalid value
<b>Reserved</b>	bit 13	Must be set to 0
<b>shadow</b>	bit 12	Indicates item shadowing: 0 - No shadow 1 - Shadow
<b>outline</b>	bit 11	Indicates item outlining 0 - Not outlined 1 - Outlined
<b>Reserved</b>	bits 8–10	Must be set to 0
<b>disabled</b>	bit 7	Enables or disables the menu item: 0 - Item enabled 1 - Item disabled
<b>divider</b>	bit 6	Controls drawing divider below item: 0 - No divider bar 1 - Divider bar
<b>XOR</b>	bit 5	Controls how highlighting is performed: 0 - Do not use XOR to highlight 1 - Use XOR to highlight item
<b>Reserved</b>	bits 3–4	Must be set to 0
<b>underline</b>	bit 2	Controls item underlining: 0 - Do not underline item 1 - Underline item
<b>italic</b>	bit 1	Indicates whether item is italicized 0 - Not italicized 1 - Italicized
<b>bold</b>	bit 0	Indicates whether item is drawn bold: 0 - Not bold 1 - Bold
<b>itemTitleRef</b>	Reference to title string for menu item. The <b>titleRefType</b> bits in <b>itemFlag</b> indicate whether <b>itemTitleRef</b> contains a pointer, a handle, or a resource ID. If <b>itemTitleRef</b> is a pointer, then the title string must be a Pascal string. Otherwise, the Menu Manager can retrieve the string length from control information in the handle.	

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**rPString      \$8006**

Figure E-26 defines the layout of resource type `rPString` (\$8006). Resources of this type contain Pascal strings.

■ **Figure E-26**    Pascal string, type `rPString` (\$8006)



`lengthByte`      Number of bytes of data stored in `stringCharacters` array.

`stringCharacters`  
                  Array of `lengthByte` characters.

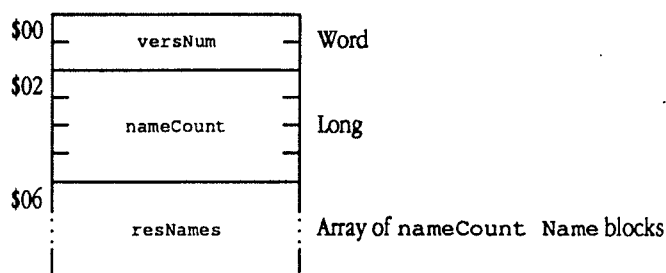
**rResName      \$8014**

Figure E-27 defines the layout of resource type `rResName` (\$8014). Resources of this type define name strings for resources of a given type and ID. The resource ID value assigned to an `rResName` resource must be formed as follows:

\$0001xxxx      where xxxx corresponds to the resource type for resources whose names are defined in this resource

Within the `rResName` resource you define name strings corresponding to resources with specified resource IDs. Names are stored in Pascal strings, and must be unique within the appropriate resource type. Resource names are not required, so you may specify names for only a few resources within a given type.

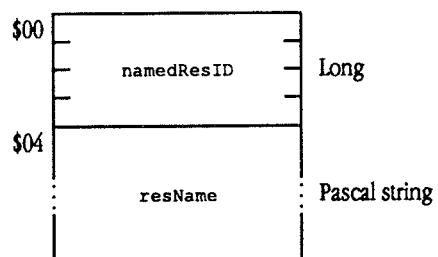
■ **Figure E-27** Resource name array, type `rResName` (\$8014)



`versNum`      Specifies the resource template version. Must be set to 1.

`nameCount`      Count of entries in the `resNames` name definition array.

**resNames**      Array of name strings. Each entry must be formatted as follows:



**namedResID**      ID of the resource for this name.

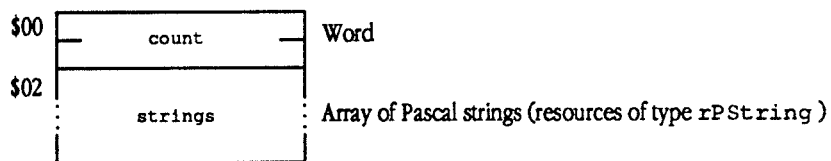
**resName**      Name string for the resource.

---

**rStringList     \$8007**

Figure E-28 defines the layout of resource type `rStringList` (\$8007). Resources of this type contain an array of Pascal strings.

■ **Figure E-28**    Pascal string array, type `rStringList` (\$8007)



<code>count</code>	Indicates the number of Pascal strings stored at <code>strings</code> .
<code>strings</code>	An array of <code>count</code> Pascal strings.

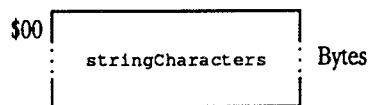


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**rText      \$8016**

Figure E-29 defines the layout of resource type `rText` (\$8016). Resources of this type contain text blocks (data arrays with no embedded length information; block length must be indicated in other fields).

■ **Figure E-29**    Text block, type `rText` (\$8016)



**stringCharacters**

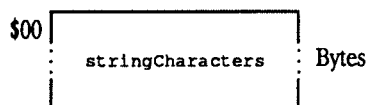
Array of up to 65,535 characters. Any length information is contained in a separately maintained field.

---

**rTextBlock     \$8011**

Figure E-30 defines the layout of resource type `rTextBlock` (\$8011). Resources of this type contain text blocks (data arrays with no embedded length information; block length must be indicated in other fields).

■ **Figure E-30**    Text block, type `rTextBlock` (\$8011)

**stringCharacters**

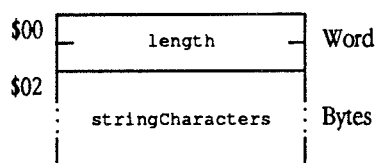
Array of up to 65535 characters. Any length information is contained in a separately maintained field.

---

**rTextBox2      \$800B**

Figure E-31 defines the layout of resource type `rTextBox2` (\$800B). Resources of this type contain data formatted as input to the `LETextBox2` LineEdit tool call (see Chapter 10, "LineEdit Tool Set," in the *Toolbox Reference* for details).

■ **Figure E-31**    `LETextBox2` input text, type `rTextBox2` (\$800B)



**length**                Indicates the number of bytes stored at `stringCharacters`. Valid values lie in the range from 1 to 32767.

**stringCharacters**        Array of up to 32767 characters. Formatting information is embedded in the character array, and is included in the value of `length`. See Chapter 10, "LineEdit Tool Set," in the *Toolbox Reference* for complete information on the syntax for this embedded appearance information.

## rToolStartup \$8013

Figure E-32 defines the layout of resource type `rToolStartup` (\$8013). Resources of this type define tool set start up records for use with the Tool Locator `StartUpTools` and `ShutDownTools` tool calls. (see Chapter 51, "Tool Locator Update," earlier in this book for more information).

■ **Figure E-32** Tool start stop record, type `rToolStartup` (\$8013)

\$00	—	flags	—	Word—Flag word—must be set to 0
\$02	—	videoMode	—	Word—Video mode for QuickDraw II
\$04	—	resFileID	—	Word—Set by <code>StartUpTools</code>
\$06	—	dPageHandle	—	Long—Set by <code>StartUpTools</code>
\$0A	—	numTools	—	Word—Number of entries in <code>toolArray</code>
\$0C	—	toolArray	—	<code>numTools</code> ToolSpec records

<code>videoMode</code>	Defines the video mode for QuickDraw II. See Chapter 16, "QuickDraw II," in the <i>Toolbox Reference</i> for valid values.
<code>resFileID</code>	The <code>StartUpTools</code> call sets this field. <code>ShutDownTools</code> requires it as input.
<code>dPageHandle</code>	The <code>StartUpTools</code> call sets this field. <code>ShutDownTools</code> requires it as input.

`toolArray` Each entry defines a tool set to be started. The `numTools` field specifies the number of entries in this array. Each entry is formatted as follows:

\$00	—	<code>toolNumber</code>	—	Word—Tool set identifier
\$02	—	<code>minVersion</code>	—	Word—Minimum acceptable tool set version

`toolNumber` Specifies the tool set to be loaded. Valid tools set numbers are discussed in Chapter 51, "Tool Locator Update," earlier in this book.

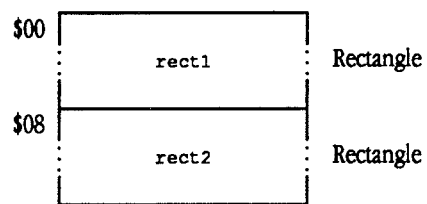
`toolVersion` Specifies the minimum acceptable version for the tool set. See Chapter 24, "Tool Locator," in the *Toolbox Reference* for the format of this field.

---

**rTwoRects      \$801A**

Figure E-33 defines the layout of resource type `rTwoRects` (\$801A).

■ **Figure E-33**    Two rectangles, type `rTwoRects` (\$801A)



`rect1`              First rectangle.

`rect2`              Second rectangle.

---

**rWindColor      \$8010**

Figure E-34 defines the layout of resource type `rWindColor` (\$8010). Resources of this type define window color tables for the Window Manager.

■ **Figure E-34** Window color table, type `rWindColor` (\$8010)

\$00	frameColor	Word
\$02	titleColor	Word
\$04	tBarColor	Word
\$06	growColor	Word
\$08	infoColor	Word

`frameColor`      Color of the window frame and of the alert frame.

Reserved	bits 8-15	Must be set to 0
<code>windowFrame</code>	bits 4-7	Color of window frame—value is an index into the active color table
Reserved	bits 0-3	Must be set to 0

`titleColor`      Colors of inactive title bar, inactive title, and active title:

Reserved	bits 12-15	Must be set to 0
<code>inactiveTitleBar</code>	bits 8-11	Color of inactive title bars—value is an index into the active color table
<code>inactiveTitle</code>	bits 4-7	Color of inactive titles—value is an index into the active color table
<code>activeTitle</code>	bits 0-3	Color of active titles, close box, and zoom box—value is an index into the active color table.

`tBarColor`      Color and pattern information for active title bar:

<code>pattern</code>	bits 8-15	Defines pattern for title bar: \$00 - Solid \$01 - Dither \$02 - Lined
<code>patternColor</code>	bits 4-7	Color for pattern—value is an index into the active color table
<code>backColor</code>	bits 0-3	Background color—value is an index into the active color table.

<code>growColor</code>	Color of size box and alert frame's middle outline:	
<code>alertMidFrame</code>	bits 12–15	Color of alert frame middle outline—value is an index into the active color table
Reserved	bits 8–11	Must be set to 0
<code>sizeUnselected</code>	bits 4–7	Color for unselected size box—value is an index into the active color table
<code>sizeSelected</code>	bits 0–3	Color for selected size box—value is an index into the active color table.
<code>infoColor</code>	Color of information bar and alert frame's inside outline:	
<code>alertMidFrame</code>	bits 12–15	Color of alert frame inside outline—value is an index into the active color table
Reserved	bits 8–11	Must be set to 0
<code>infoBar</code>	bits 4–7	Color for information bar—value is an index into the active color table
Reserved	bits 0–3	Must be set to 0



**rWindParam1      \$800E**

Figure E-35 defines the layout of resource type `rWindParam1` (\$800E). This resource defines a template used to create windows with the `NewWindow2` Window Manager tool call (see Chapter 52, "Window Manager Update," earlier in this book). Most of these fields correspond to fields in the `NewWindow` parameter list (defined in the *Toolbox Reference*).

■ **Figure E-35** Window template, type `rWindParam1` (\$800E)

\$00	plLength	Word
\$02	plFrame	Word—See <code>NewWindow</code> <i>wFrameBits</i> parameter
\$04	plTitle	Long
\$08	plRefCon	Long—See <code>NewWindow</code> <i>wRefCon</i> parameter
\$0C	plZoomRect	Rectangle—See <code>NewWindow</code> <i>wZoom</i> parameter
\$14	plColorTable	Long
\$18	plYOrigin	Word—See <code>NewWindow</code> <i>wYOrigin</i> parameter
\$1A	plXOrigin	Word—See <code>NewWindow</code> <i>wXOrigin</i> parameter
\$1C	plDataHeight	Word—See <code>NewWindow</code> <i>wDataH</i> parameter
\$1E	plDataWidth	Word—See <code>NewWindow</code> <i>wDataW</i> parameter
\$20	plMaxHeight	Word—See <code>NewWindow</code> <i>wMaxH</i> parameter
\$22	plMaxWidth	Word—See <code>NewWindow</code> <i>wMaxW</i> parameter
\$24	plVerScroll	Word—See <code>NewWindow</code> <i>wScrollVer</i> parameter
\$26	plHorScroll	Word—See <code>NewWindow</code> <i>wScrollHor</i> parameter
\$28	plVerPage	Word—See <code>NewWindow</code> <i>wPageVer</i> parameter
\$2A	plHorPage	Word—See <code>NewWindow</code> <i>wPageHor</i> parameter
	continued	

	continued	
\$2C	p1InfoText	Long—See NewWindow <i>wInfoRefCon</i> parameter
\$30	p1InfoHeight	Word—See NewWindow <i>wInfoHeight</i> parameter
\$32	p1DefProc	Long—See NewWindow <i>wFrameDefProc</i> parameter
\$36	p1InfoDraw	Long—See NewWindow <i>wInfoDefProc</i> parameter
\$3A	p1ContentDraw	Long—See NewWindow <i>wContDefProc</i> parameter
\$3E	p1Position	Rectangle—See NewWindow <i>wPosition</i> parameter
\$46	p1Plane	Long—See NewWindow <i>wPlane</i> parameter
\$4A	p1ControlList	Long
\$4E	p1InDesc	Word

**p1Length** Specifies the number of bytes in the template, including the length of p1Length. Must be set to \$50.

**p1Title** Reference to title string for the window. The contents of p1InDesc specify the type of reference stored here. The title must be stored in a Pascal string, containing both a leading and a trailing space.

If p1Title is set to NIL, the Window Manager will create a window without a title bar. If your program is creating a window with a title bar, you must specify a title of some sort. In order to create a window without a title, make p1Title (or *titlePtr* on the NewWindow2 call) refer to a null string.

Note that the Window Manager creates a copy of the title string, so that your program can free the memory for this string after issuing the NewWindow2 call.

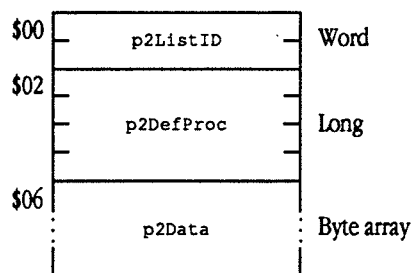
If you specify a non-NIL value for *titlePtr* on the NewWindow2 call, this field is ignored.

<code>p1ColorTable</code>	Reference to the color table for the window. The contents of <code>p1InDesc</code> specify the type of reference stored here. If <code>p1ColorTable</code> is set to NIL, the Window Manager assumes that there is no color table for the window.  The format of the color table is defined in Chapter 25, "Window Manager," in the <i>Toolbox Reference</i> . If <code>p1ColorTable</code> refers to a resource, then the color table must be defined in a resource of type <code>rWindColor</code> .
<code>p1ControlList</code>	Reference to the template or templates defining controls for the window. The Window Manager passes this value to the <code>NewControl2</code> Control Manager tool call as the <i>reference</i> parameter. Note that <code>p1InDesc</code> contains the data for the <code>NewControl2</code> <i>referenceDesc</i> parameter. Refer to Chapter 28, "Control Manager Update," in this book for more information about <code>NewControl2</code> .  If this field is set to NIL, then the Window Manager assumes that there is no control list for the window and does not call <code>NewControl2</code> .
<code>p1InDesc</code>	Defines the type of reference stored in <code>p1ColorTable</code> and <code>p1Title</code> . Also contains the <i>referenceDesc</i> value for <code>NewControl2</code> that defines the contents of <code>p1ControlList</code> :
Reserved	bits 12–15 Must be set to 0
<code>colorTableRef</code>	bits 10–11 Define the type of reference stored in <code>p1ColorTable</code> : 00 - Reference is pointer to color table 01 - Reference is handle to color table 10 - Reference is resource ID of <code>rWindColor</code> resource 11 - Invalid value
<code>titleRef</code>	bits 8–9 Define the type of reference stored in <code>p1Title</code> : 00 - Reference is pointer to Pascal string 01 - Reference is handle to Pascal string 10 - Reference is resource ID of <code>rPString</code> resource 11 - Invalid value
<code>controlRef</code>	bits 0–7 Define the type of reference stored in <code>p1ControlList</code> . Passed directly to the <code>NewControl2</code> Control Manager tool call as the <i>referenceDesc</i> parameter. For valid values, see the description of the <code>NewControl2</code> tool call in Chapter 28, "Control Manager Update," earlier in this book.

**rWindParam2      \$800F**

Figure E-36 defines the layout of resource type `rWindParam2` (\$800F). This resource defines a template used to create windows with the `NewWindow2` Window Manager tool call (see Chapter 52, "Window Manager Update," earlier in this book). Use this template for custom windows.

■ **Figure E-36** Window template, type `rWindParam2` (\$800F)



- `p2ListID`      Specifies the resource template version. Must be set to NIL.
- `p2DefProc`      Pointer to the definition procedure for the window. When using the `rWindParam2` window template, you must pass a pointer to a valid definition procedure, either in the template or with the *defProcPtr* parameter to the `NewWindow2` Window Manager tool call. On disk, this field does not contain a valid value.
- `p2Data`      Window definition data required by the routine pointed to by `p2DefProc`. The format and content of this field is determined by the window definition procedure.



## Appendix F **Delta Guide**

This appendix collects all information that corrects errors or clarifies ambiguities in Volumes 1 and 2 of the *Toolbox Reference*. This information was derived from the “Error corrections” and “Clarifications” sections of each chapter in this book. This appendix contains a separate major section for tool set to be addressed; the sections are presented alphabetically, by tool set name.

---

## Apple Desktop Bus

The following sections correct errors or omissions in Chapter 3, "Apple Desktop Bus Tool Set," in Volume 1 of the *Toolbox Reference*.

---

### Error correction

The parameter table for the `ReadKeyMicroData` tool call (\$0A09) in Volume 1 of the *Toolbox Reference* incorrectly describes the format for the `readConfig` command (\$0B). The description should be as follows.

Command	dataLength	Name	Action						
\$0B	3	readConfig	Read configuration; <i>dataPtr</i> refers to a 3-byte data structure: <table><tr><td>Byte</td><td>ADB keyboard and mouse addresses low nibble - keyboard high nibble - mouse</td></tr><tr><td>Byte</td><td>Keyboard layout and display language low nibble - keyboard layout high nibble - display language</td></tr><tr><td>Byte</td><td>Repeat rate and delay low nibble - repeat rate high nibble - repeat delay</td></tr></table>	Byte	ADB keyboard and mouse addresses low nibble - keyboard high nibble - mouse	Byte	Keyboard layout and display language low nibble - keyboard layout high nibble - display language	Byte	Repeat rate and delay low nibble - repeat rate high nibble - repeat delay
Byte	ADB keyboard and mouse addresses low nibble - keyboard high nibble - mouse								
Byte	Keyboard layout and display language low nibble - keyboard layout high nibble - display language								
Byte	Repeat rate and delay low nibble - repeat rate high nibble - repeat delay								

The description of this configuration record is also wrong in the tool set summary. The following table shows the correct information.

Name	Offset	Type	Definition
ReadConfigRec (configuration record for ReadKeyMicroData)			
rcADBAddr	\$0000	Byte	ADB keyboard and mouse addresses low nibble - keyboard high nibble - mouse
rcLayoutOrLang		\$0001	Byte Keyboard layout and display language low nibble - keyboard layout high nibble - display language
rcRepeatDelay	\$0002	Byte	Repeat rate and delay low nibble - repeat rate high nibble - repeat delay

## Clarification

This section presents new information about the `AsyncADBReceive` call.

You can call `AsyncADBReceive` to poll a device using register 2, and it will return certain useful information about the status of the keyboard. The call returns the following information in the specified bits of register 2:

- Bit 5: 0-Caps Lock key down  
1-Caps Lock key up
- Bit 3: 0-Control key down  
1-Control key up
- Bit 2: 0-Shift key down  
1-Shift key up
- Bit 1: 0-Option key down  
1-Option key up
- Bit 0: 0-Command key down  
1-Command key up



---

## Control Manager

The following sections correct errors or omissions in Chapter 4, "Control Manager," in Volume 1 of the *Toolbox Reference*.

---

### Error corrections

This section documents errors in Chapter 4, "Control Manager," in Volume 1 of the *Toolbox Reference*.

- The color table for the size box control in the *Toolbox Reference* is incorrect. The correct table follows, with new information in boldface.
 

<b>growOutline</b>	word	Color of size box's outline
	Bits 8–15	= zero
	Bits 4–7	= outline color
	Bits 0–3	= zero
<b>growNorBack</b>	word	Color of interior when not highlighted
	Bits 8–15	= zero
	Bits 4–7	= background color
	Bits 0–3	= icon color
<b>growSelBack</b>	word	Color of interior when highlighted
	Bits 8–15	= <b>zero</b>
	Bits 4–7	= <b>background color</b>
	Bits 0–3	= <b>icon color</b>
- On page 4-76 of the *Toolbox Reference*, in the section that covers the `SetCtlParams` call, it states that the call "Sets new parameters to the control's definition procedure . . ." This description is misleading; the call does not directly set the parameters. Rather, it *sends* the new parameters to the control's definition procedure, unlike `SetCtlValue`, which actually sets the appropriate value in the control record and then passes the value on to the definition procedure.

---

## Clarifications

The following items provide additional information about features previously described in the *Toolbox Reference*.

- The `barArrowBack` entry in the scroll bar table was never implemented as first intended, and is now no longer used.
- The Control Manager preserves the current port across Control Manager calls, including those that are passed through other tools, such as the Dialog Manager.
- The Control Manager preserves the following fields in the port of a window that contains controls:

<code>bkPat</code>	background pattern
<code>pnLoc</code>	pen location
<code>pnSize</code>	pen size
<code>pnMode</code>	pen mode
<code>pnPat</code>	pen pattern
<code>pnMask</code>	pen mask
<code>pnVis</code>	pen visibility
<code>fontHandle</code>	handle of current font
<code>fontID</code>	ID of current font
<code>fontFlags</code>	font flags
<code>txSize</code>	text size
<code>txFace</code>	text face
<code>txMode</code>	text mode
<code>spExtra</code>	value of space extra
<code>chExtra</code>	value of character extra
<code>fgColor</code>	foreground color
<code>bgColor</code>	background color

- The control definition procedures for simple buttons, check boxes, and radio buttons can now compute the size of their boundary rectangles automatically. The computed size is based on the size of the title string for the button.
- To ensure predictable color behavior, you should always align color table-based controls on an even pixel boundary in 640 mode. If you do not do so, the control will not appear in the colors you specify, due to the effect of dithering.

---

## Dialog Manager

The following sections correct errors or omissions in Chapter 6, "Dialog Manager," in Volume 1 of the *Toolbox Reference*.

---

### Error corrections

This section explains changes that have been made to the Dialog Manager's documentation in the *Apple IIGS Toolbox Reference*.

- The documentation for `SetDItemTypeInfo` on page 6-82 of the *Toolbox Reference* says that the call is used to change a dialog item to a different type. In fact, `SetDItemTypeInfo` should be used only to change the *state* of an item from enabled to disabled or vice versa.
- The Dialog Manager does not support dialog item type values of `picItem` or `iconItem`, contrary to what the *Toolbox Reference* states in Table 6-3 on page 6-12.

---

## Integer Math Tool Set

The following section describes a bug that has been fixed in the Integer Math Tool Set.

---

### Clarifications

- The `Long2Dec` Integer Math tool call now correctly handles input long values that have the low-order three bytes set to zero. Previously, if the input long had its low-order three bytes set to zero, `Long2Dec` would always return a zero value, even if the high-order byte was non-zero.

---

## List Manager

The following sections correct errors or omissions in Chapter 11, "List Manager," in Volume 1 of the *Toolbox Reference*.

---

### Clarifications

- The *Apple IIGS Toolbox Reference* states that a disabled item of a list cannot be selected. In fact, a disabled item can be selected, but it cannot be highlighted. The List Manager provides the ability to select disabled (dimmed) items so that it is possible, for instance, for a user to select a disabled menu choice as part of a help dialog. To make an item unselectable, set it inactive (see "List Manager definitions" later in this chapter).
- Any List Manager tool call that draws will change fields in the GrafPort. If you are using List Manager tool calls you must set up the GrafPort correctly and save any valuable GrafPort data before issuing the call.
- Member text is now drawn in 16 colors in both 320 and 640 mode.
- Previous versions of List Manager documentation do not clearly define the relationship between the `listView`, `listMemHeight`, and `listRect` fields in the list record. To clarify this point, note that the following formula must be true for values in any list record:

$$\text{listView} * \text{listMemHeight} + 2 = \text{listRect.v2} - \text{listRect.v1}$$

If you set `listView` to 0, the List Manager will automatically adjust the `listRect.v2` field and set the `listView` field so that this formula holds. Note that if you pass a 0 value for `listView` the bottom boundary of `listRect` may change slightly.

### List Manager definitions

The following terms define the valid states for a list item.

inactive	Bit 5 of the list item's <code>memFlag</code> field is set to 1. Inactive items appear dimmed and cannot be highlighted or selected.
disabled	Bit 6 of the list item's <code>memFlag</code> field is set to 1. Disabled items appear dimmed and cannot be highlighted.

enabled	Bit 6 of the list item's <code>memFlag</code> field is set to 0. Enabled items appear normal and can be highlighted.
selected	Bit 7 of the list item's <code>memFlag</code> field is set to 1. This bit is set when a user clicks on the list item, or the item is within a range of selected items. A selected item appears highlighted only if it is also enabled.
highlighted	A member of a list appears highlighted only when it is both selected and enabled. This means that bit 7 of the <code>memFlag</code> field is set to 1 and bit 6 is set to 0. A highlighted member is drawn in the highlight colors.

---

## Memory Manager

The following sections correct errors or omissions in Chapter 12, "Memory Manager," in Volume 1 of the *Toolbox Reference*.

---

### Error correction

On page 12-10 of the *Toolbox Reference*, Figure 12-7 shows the low-order bit of the User ID is reserved. This is not correct. The figure should show that the `mainID` field comprises bits 0-7, and that the `mainID` value of \$00 is reserved.

---

### Clarification

The *Toolbox Reference* documentation of the `SetHandleSize` call (\$1902) states "If you need more room to lengthen a block, you may compact memory or purge blocks." This is misleading. In fact, to satisfy a request the Memory Manager will compact memory or purge blocks in order to free sufficient contiguous memory. Therefore, the sentence should read "If your request requires more memory than is available, the Memory Manager may compact memory or purge blocks, as needed."

---

## Menu Manager

The following sections correct errors or omissions in Chapter 13, "Menu Manager," in Volume 1 of the *Toolbox Reference*.

---

### Error corrections

- In the description of the `SetSysBar` tool call (pages 13-86 and 13-3), the *Toolbox Reference* states that, after an application issues this call, the new system menu bar becomes the current menu bar. This is incorrect. Your application must issue the `SetMenuBar` tool call to make the new menu bar the current menu bar.
- In the definition of the menu bar record (pages 13-17–18), the *Toolbox Reference* shows that bits 0–5 of the `ctlFlag` field are used to indicate the starting position for the first title in the menu bar. This is incorrect. The `ctlHilite` field defines the starting position for the first title. Note further that the entire `ctlHilite` field is used in this manner. The documented purpose of the `ctlHilite` field (number of highlighted titles) is not supported by the Menu Bar record.

---

### Clarifications

- The `SetBarColors` tool call changes the color table for all menu bars in a window. If you want to use separate color tables for different menu bars, your application must build a menu bar color table and modify the `ctlColor` field of the appropriate control record to point to this custom color table. See "SetBarColor" in Chapter 13, "Menu Manager," of the *Toolbox Reference* for the format and contents of a menu bar color table.
- The description of the `InsertMenu` tool call should also note that your application must call `FixMenuBar` before calling `DrawMenuBar` in order to display the modified menu bar.
- The description of the `InitPalette` tool call in the *Toolbox Reference* should also note that the call changes color tables 1 through 6 to correspond to the colors needed for drawing the Apple logo in its standard colors.
- The `CalcMenuSize` call uses the *newWidth* and *newHeight* parameters to compute a menu's size. These parameters may contain the width and height of the menu, or may contain the values \$0000 or \$FFFF. A value of \$0000 tells `CalcMenuSize` to calculate the parameter automatically. A value of \$FFFF tells it to calculate the parameter only if the current setting is 0.



The effect of all three uses:

- **Pass the new value.** The value passed will become the menu's size. Use this method when a specific menu size is needed.
- **Pass \$0000.** The size value will be automatically computed. This option is useful if menu items are added or deleted, rendering the menu's size incorrect. The menu's height and width can be automatically adjusted by calling `CalcMenuSize` with *newWidth* and *newHeight* equal to \$0000.
- **Pass \$FFFF.** The width and height of a menu is 0 when it is created. `FixMenuBar` calls `CalcMenuSize` with *newWidth* and *newHeight* equal to \$FFFF to calculate the sizes of those menus with heights and widths of 0.

---

## Miscellaneous Tool Set

The following sections correct errors or omissions in Chapter 14, "Miscellaneous Tool Set," in Volume 1 of the *Toolbox Reference*.

---

### Error corrections

- On page 14-58 of the *Toolbox Reference*, Figure 14-3 shows the low-order bit of the User ID is reserved. This is not correct. The figure should show that the `mainID` field comprises bits 0–7, and that the `mainID` value of \$00 is reserved.
- The sample code on page 14-28 contains an error. In the code to clear the 1 second IRQ source, the second instruction reads  

```
TSB    $C032
```

This instruction should read  

```
TRB    $C032
```
- The descriptions of the `PackBytes` and `UnPackBytes` tool calls are unclear with respect to the *startHandle* parameter to each call. The stack diagrams correctly describe the parameter as a pointer to a pointer. However, the C sample code for each call defines *startHandle* as a handle. In both cases, *startHandle* is not a Memory Manager handle, but is a pointer to a pointer. Creating *startHandle* as a handle will cause unpredictable system behavior.

---

## Print Manager

The following sections correct errors or omissions in Chapter 15, "Print Manager," in Volume 1 of the *Toolbox Reference*.

---

### Error corrections

This section documents errors in the *Toolbox Reference*.

- The diagram for the job subrecord, figure 15-10 on page 15-14 of the *Toolbox Reference*, shows that the `fFromUser` field is a word. This is incorrect. The `fFromUser` field is actually a byte. Note that the offsets for all fields following this one are incorrect, as a result. This error is also reflected in the tool set summary at the end of the chapter.
- The description of the `PrJobDialog` tool call states that "The initial settings displayed in the dialog box are taken from the printer driver . . ." This is incorrect. The sentence should begin "The initial settings displayed in the dialog box are taken from the print record . . ."

---

### Clarifications

- The existing *Toolbox Reference* documentation for the `PrPicFile` tool call does not mention that your program may pass a NIL value for `statusRecPtr`. Passing a NIL pointer causes the system to allocate and manage the status record internally.
- The `PrPixelFormat` call (documented in Volume 1 of the *Toolbox Reference*) provides an easy way to print a bitmap. It does much of the required processing, and an application need not make the calls normally required to start and end the print loop. The `srcLocPtr` parameter must be a pointer to a `locInfo` record (see Figure 16-3 in Chapter 16, "QuickDraw II," in the *Toolbox Reference* for the layout of the `locInfo` record).

---

## QuickDraw II

The following sections correct errors or omissions in Chapter 16, "QuickDraw II," in Volume 2 of the *Toolbox Reference*.

---

### Error corrections

The following items provide corrections to the documentation for QuickDraw II in the *Apple IIGS Toolbox Reference*:

- The documentation in the *Toolbox Reference* that explains pen modes is somewhat misleading. There are, in fact, 8 drawing modes, and you may set the pen to draw lines and other elements of graphics in any of these modes. There are also 16 modes used for drawing text, and they are completely independent of the graphic pen modes. The 8 drawing modes listed in Table 16-9 on page 16-235 are valid modes for either the text pen or the graphics pen. You can set either pen to any of these modes by using the appropriate calls. You can also set the text pen to 8 other modes. These modes are listed in the table on page 16-260 of the *Toolbox Reference*. The `SetPenMode` call sets the mode used by the graphics pen; the `SetTextMode` call sets the mode used by the text pen. Setting either one does not affect the other.
- There are two versions of the Apple IIGS standard 640-mode color tables, one on page 16-36 and one on page 16-159. The two tables are different; Table 16-7 on page 16-159 is correct.
- In the QuickDraw II chapter, the *Apple IIGS Toolbox Reference* states that the coordinates passed to the `LineTo` and `MoveTo` calls should be expressed as global coordinates. In fact, the coordinates must be local coordinates, and must refer to the `GrafPort` in which the drawing or moving takes place.

---

## Sound Tool Set

The following sections correct errors or omissions in Chapter 20, "Sound Tool Set," in Volume 2 of the *Toolbox Reference*.

---

### Error corrections

This section provides corrections to the documentation of the Sound Tool Set in the *Apple IIGS Toolbox Reference*.

- The documentation of the `FFSoundDoneStatus` call includes an error. You will note that the paragraph that describes the call does not agree with the "Stack after call" diagram. The text states that the call returns TRUE if the specified sound is still playing, whereas the diagram states that it returns FALSE if still playing. The diagram, not the text, is correct.
- There is an undocumented distinction between a generator that is playing a sound and one that is active. A generator that is playing a sound returns FALSE in response to an `FFSoundDoneStatus` call. One that is active may or may not be playing a sound; the value of the flag returned by `FFSoundStatus` is TRUE. Active generators are those that are allocated to a voice. At any given moment the generator may be playing a sound, and so the `FFSoundDoneStatus` returns FALSE—or it may be silent between notes, in which case `FFSoundDoneStatus` returns TRUE.

---

### Clarification

This section presents more complete information about the `FFStartSound` tool call, including further explanation of its parameters, a new error code, an example procedure for moving a sound from the Macintosh to the Apple IIGS and some sample code demonstrating the use of the call. The original documentation for this call is in Chapter 20, "Sound Tool Set," in Volume 2 of the *Toolbox Reference*.

# FFStartSound

The freeform synthesizer is designed to play back long wave forms. In order to handle longer waveforms the synthesizer uses two buffers (which must be the same size), alternating its input from one to the other. When the synthesizer exhausts a buffer, it generates an interrupt and then starts reading data from the other buffer. The Sound Tool Set services the interrupt and begins refilling the empty buffer. This process continues until the waveform has been completely played.

Note that all synthesizer input buffers must be buffer-size aligned. That is, if you have allocated 4K buffers, then those buffers must be aligned on 4K memory boundaries.

### Parameter Block

\$00	waveStart	Long
\$04	waveSize	Word
\$06	freqOffset	Word
\$08	docBuffer	Word
\$0A	bufferSize	Word
\$0C	nextWavePtr	Long
\$10	volSetting	Word

<b>waveStart</b>	The starting address of the wave to be played, not in DOC RAM but in Apple IIGS system RAM. The Sound Tool Set loads the waveform data into DOC RAM as it is played.
------------------	--

<b>waveSize</b>	The size in pages of the wave to be played. A value of 1 indicates that the wave is one page (256 bytes) in size; a value of 2 indicates that it is two pages (512 bytes) in size—and so on as you might expect. The only anomaly is that a value of 0 specifies that the wave is 65,536 pages in size.
-----------------	---

<code>freqOffset</code>	This parameter is copied directly into the Frequency High and Frequency Low registers of the DOC. See the previous discussion of those registers for more complete information.
<code>docBuffer</code>	Contains the address in Sound RAM where buffers are to be allocated. This value is written to the DOC WaveForm Table Pointer register. The low-order byte is not used, and should always be set to 0.
<code>bufferSize</code>	The lowest three bits set the values for the table-size and resolution portions of the DOC Bank-Select/Table-size/Resolution register. See the previous discussion of that register for details.
<code>nextWavePtr</code>	This is the address of the next waveform to be played. If the field's value is 0, then the current waveform is the last waveform to be played.
<code>volSetting</code>	The low byte of the <code>volSetting</code> field is copied directly into the Volume register of the DOC. All possible byte values are valid.

#### New error code

\$0817     `IRQNotAssignedErr`     No master IRQ was assigned.

#### *Moving a sound from the Macintosh to the Apple IIGS*

To move a digitized sound from the Macintosh to the Apple IIGS and play the sound, you will have to perform the following steps

1. Save the sound as a pure data file on the Macintosh.
2. Transfer the file to the Apple IIGS (using Apple File Exchange, for example).
3. Filter all the zero sample bytes out of the file by replacing them with bytes set to \$01. This is very important, because the Apple IIGS interprets zero bytes as the end of a sample.
4. Load the sound into memory with GS/OS calls.
5. Play the sound with the `FFStartSound` tool call.

Set the `freqOffset` parameter to \$01B7 in order to play the sound at the same tempo as the Macintosh.

*Sample code*

This assembly-language code sample demonstrates the use of the `FFStartSound` tool call.

```

        PushWord    chanGenType    ; set generator for FFSynth
        PushLong    #STParamBlk    ; address of parm block
        _FFStartSound    ; start free-from synth

ChanGenType DC.W $0201    ; generator 2, FFSynth

STParamBlk DS.L 1    ; store the address of the
                    ; sound in system memory here

        Entry      WaveSize
WaveSize DS.W 1    ; store the number of pages to
                    ; play here

Freq      DC.W $200    ; A9 set for each sample once
Start     DC.W $8000    ; start at beginning
Size      DC.W $6    ; 16k buffers
Nxtwave   DC.L $0    ; no new param block
Vol       DC.W $FF    ; maximum volume

```



---

## Window Manager

The following sections correct errors or omissions in Chapter 25, "Window Manager," in Volume 2 of the *Toolbox Reference*.

---

### Error corrections

This section corrects some errors in the Window Manager documentation in the *Apple IIGS Toolbox Reference*.

- The manual's description of `SetZoomRect` is incorrect. The correct description is as follows:

Sets the `fZoomed` bit of the window's `wFrame` record to 0. The rectangle passed to `SetZoomRect` then becomes the window's zoom rectangle. The window's size and position when `SetZoomRect` is called becomes the window's unzoomed size and position, regardless of what the unzoomed characteristics were before `SetZoomRect` was called.
- *Apple IIGS Toolbox Reference* page 25-126, third line:

If `wmTaskMask` bit `tmInfo` (bit 15) = 1  
should read:  
If `wmTaskMask` bit `tmInfo` (bit 15) = 0
- When used with a window that does not have scroll bars, the call `windNewRes` calls the window's `defProc` to recompute window regions. A call to `SizeWindow` is not necessary under these circumstances.

# **Glossary**

**ACIA:** See **Asynchronous Communications Interface Adapter**.

**Adaptive Differential Pulse Code Modulation (ADPCM):** An algorithm for digitizing audio samples. Used in the Apple IIGS Audio Compression and Expansion Tool Set for compressing audio samples.

**ADPCM:** See **Adaptive Differential Pulse Code Modulation**.

**ADSR:** Acronym for **attack**, **decay**, **sustain**, **release**. These terms describe the paradigm for representing sounds in terms of a sound **envelope**.

**alert window:** Similar to a modal dialog box; used to present urgent or important information to the user. You create alert windows with the `AlertWindow` Window Manager tool call.

**Asynchronous Communications Interface Adapter (ACIA):** Adapter card that allows the Apple IIGS to support asynchronous communications protocols with external devices.

**attack:** That portion of a sound **envelope** where the sound is increasing from silence to its peak loudness. See also **ADSR**.

**control template:** Structure containing the information necessary for the `NewControl2` Control Manager tool call to create a new control.

**decay:** That portion of a sound **envelope** where the sound falls off from its peak loudness to a sustained level. See also **ADSR**.

**Digital Oscillator Chip (DOC):** Integrated circuit that supports the sound capabilities of the Apple IIGS.

**DOC:** See **Digital Oscillator Chip**.

**drop sample tuning:** Describes a technique for changing the pitch of a played sound that relies on skipping (or dropping) sound samples on

playback. By dropping samples at a fixed rate, the pitch of a sound can be raised in octave increments.

**envelope:** A graphical representation of a sound's loudness over time. The envelope typically consists of segments identified as **attack**, **decay**, **sustain** and **release**, or **ADSR**.

**extended controls:** Controls created with the `NewControl2` Control Manager tool call, rather than the `NewControl` call. Extended controls have new-style control records that contain more information than those created by `NewControl`.

**keystroke equivalent:** A keystroke that activates a control just as if the user had clicked in the control.

**menu template:** Data structure used to define menus, menu items, and menu bars to the Menu Manager.

**MIDI:** See **Musical Instrument Digital Interface**.

**Musical Instrument Digital Interface (MIDI):** An interface specification that allows external devices to control electronic musical instruments.

**out-of-memory queue:** A queue maintained by the Memory Manager. Queue elements (**out-of-memory routines**) refer to code to be executed when the Memory Manager detects an out-of-memory condition.

**out-of-memory routines:** Code executed by the Memory Manager when it detects an out-of-memory condition. The **out-of-memory queue** consists of a list of these routines.

**password field:** Do not echo user input, allowing protected data entry. Your program can specify the echo character; the default echo character is asterisk (\*).

**pop-up menu:** A menu that "pops" out of its display rectangle when selected by the user. The

two types of pop-up menus, **type 1** and **type 2** pop-up menus, have different limits on their maximum size.

**reference type:** Indicates whether a storage location contains a pointer, a handle, or a resource ID for an object.

**release:** That portion of a sound **envelope** where the note dies away to silence. See also **ADSR**.

**resource:** Collection of data managed by the Resource Manager for other applications.

**resource file:** A collection of one or more **resources**. The Resource Manager provides routines for accessing and updating resources in a resource file.

**resource ID:** Uniquely identifies a **resource** within the context of its **resource type**. The Resource Manager provides facilities to assign unique resource IDs. Compare **resource name**.

**resource name:** Uniquely identifies a **resource** within the context of its **resource type**. Note that resource names are not maintained by the system; it is your program's responsibility to assign and manage them. Compare **resource ID**.

**resource type:** Identifies a class of **resources** that share a common data layout. Individual instances of **resources** of a given **type** are identified by their unique **resource ID** or **resource name**.

**run item:** An element in the **run queue**. Run items specify program code to be executed by the Desk Manager at regular intervals.

**run queue:** A queue maintained by the Desk Manager that contains elements (**run items**) that specify code to be executed at regular intervals.

**sample rate:** Specifies the number of sound samples the Apple IIGS **DOC** plays per second.

**sustain:** That portion of a sound **envelope** where the note maintains a fairly constant loudness, before it dies away. See also **ADSR**.

**target control:** That control which is currently the recipient of user actions (keystrokes and menu items).

**TextEdit record:** Describes a TextEdit user session, whether or not that session is managed as a control.

**type 1 pop-up menu:** A **pop-up menu** that will not grow beyond its window constraints. Compare **type 2 pop-up menu**.

**type 2 pop-up menu:** A **pop-up menu** that will grow beyond its window if necessary to display its menu items. Compare **type 1 pop-up menu**.



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## THE APPLE PUBLISHING SYSTEM

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Text type and display type are Apple's corporate font, a condensed version of Garamond. Bullets are ITC Zapf Dingbats®. Some elements, such as program listings, are set in Apple Courier.

